



"Summer Showers"

1034-223

Final Board

Date 05/20/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
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Adventure Time Created by
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Supervising Director
Elizabeth Ito

Storyboard by
Graham Falk

Animation Studio
RDK

JUN 09 2015

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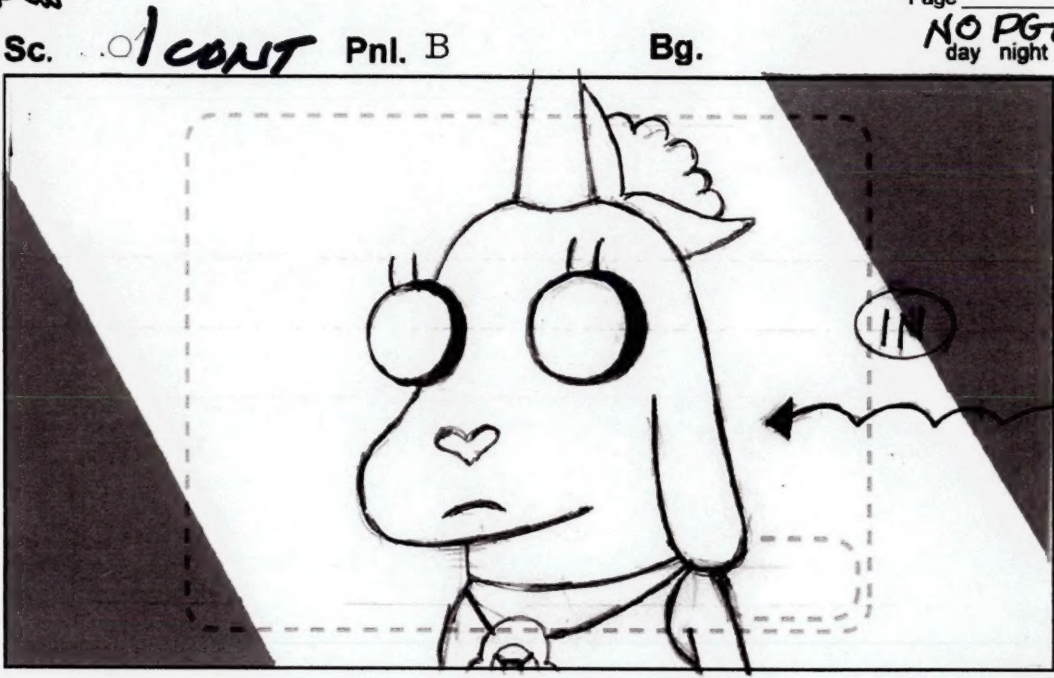
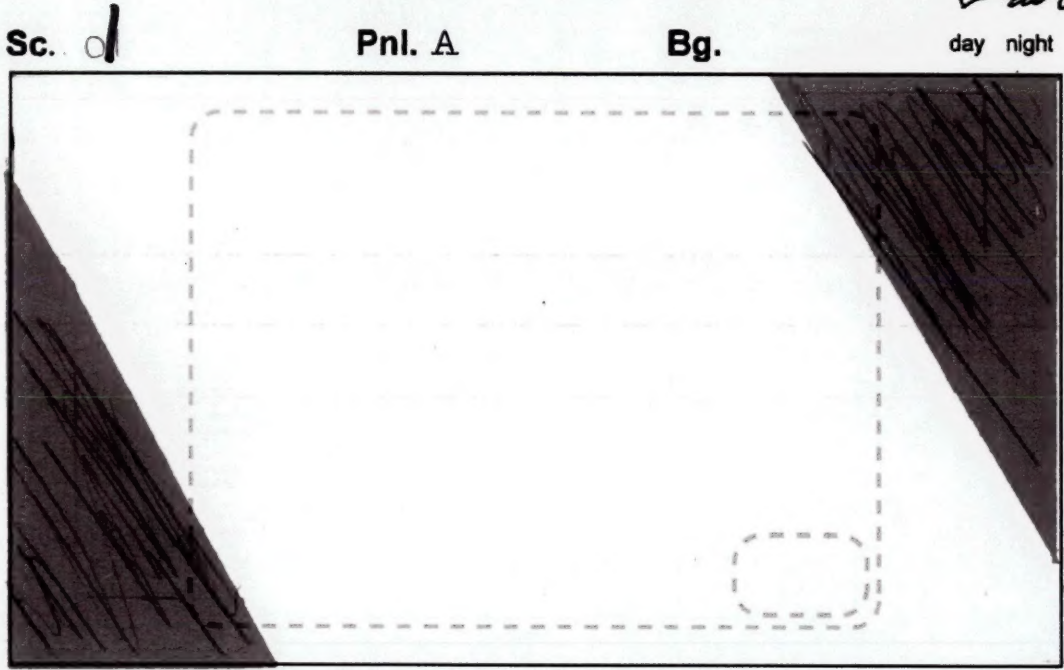
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ADVENTURE TIME



Next page 02

Page 01
NO PG-2
day night



Dialog:

Action: Close on: a spotlit area of an empty stage. Viola walks on-screen.

Timing:

SP (B1)

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Page 03

Sc. OUT

Pnl.

Bg.

day night

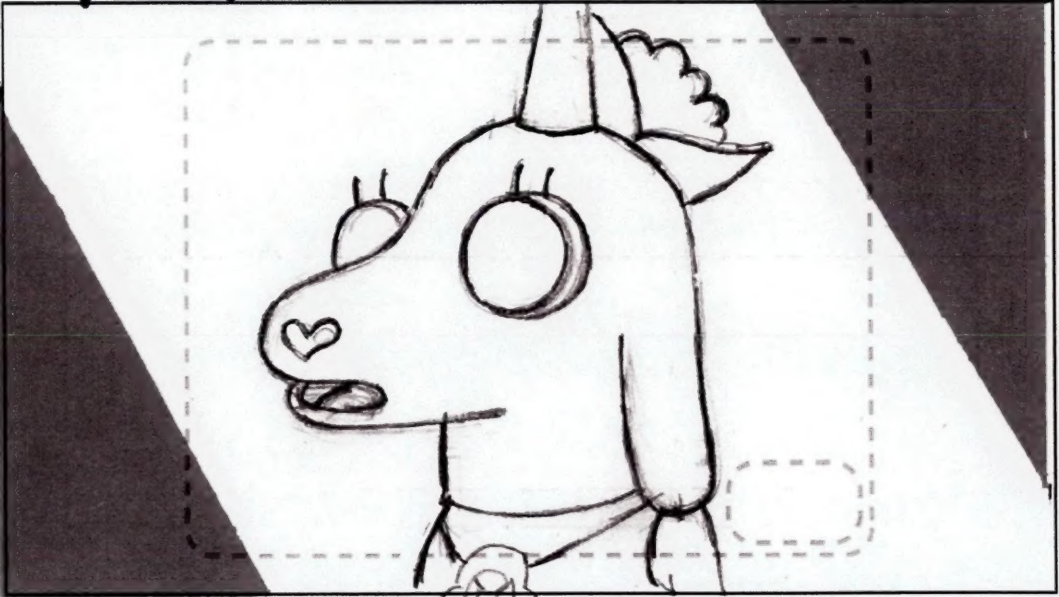
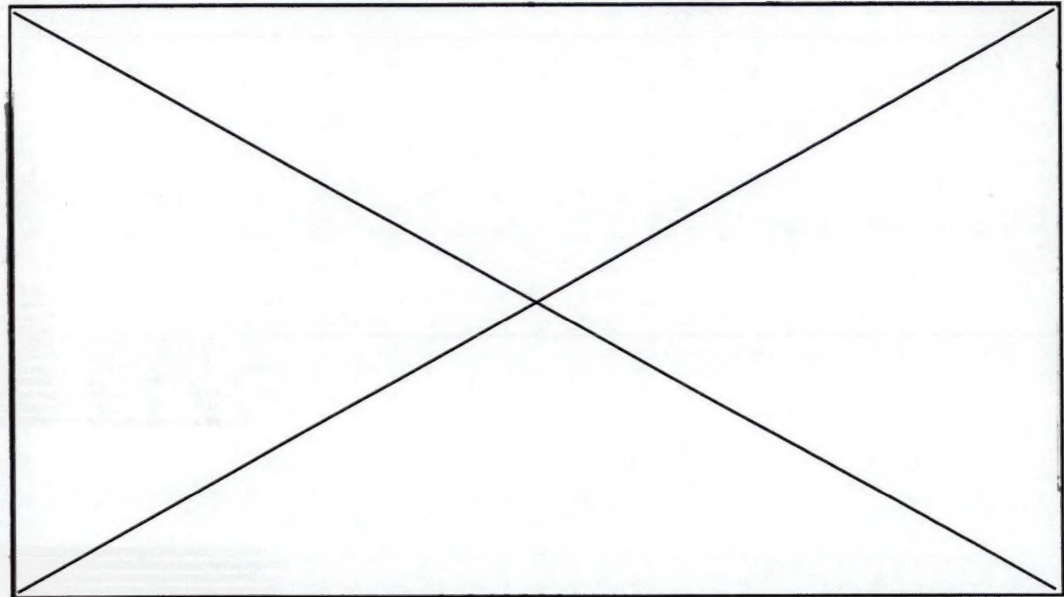
Sc. 01

CONT

Pnl. C

Bg.

day night



Dialog:	Viola: Time...
Action:	JUN 09 2015
Timing:	

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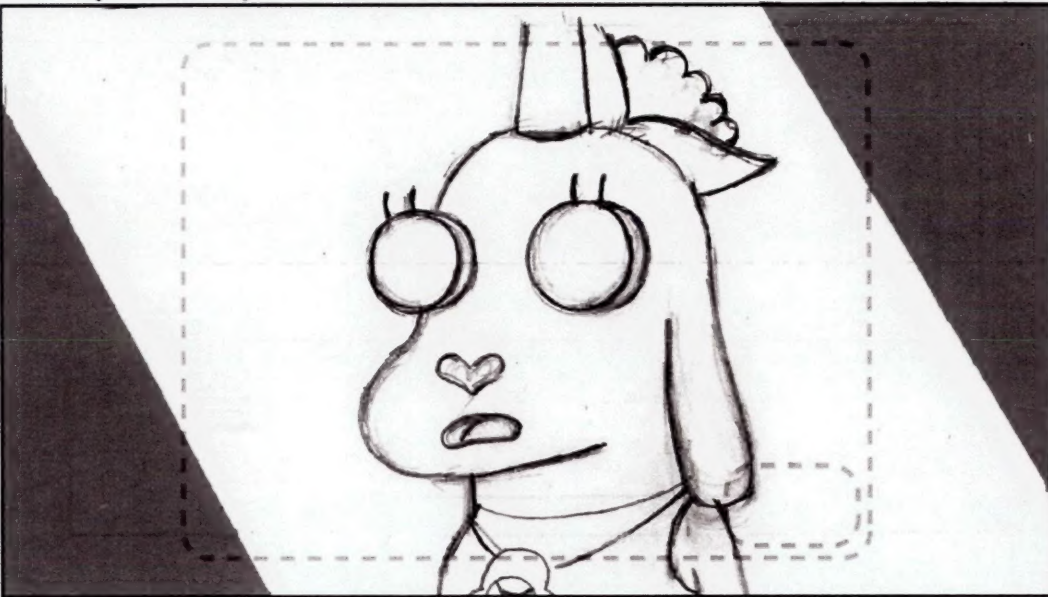
Page 04

Sc. 01 CONT

Pnl. D

Bg.

day night

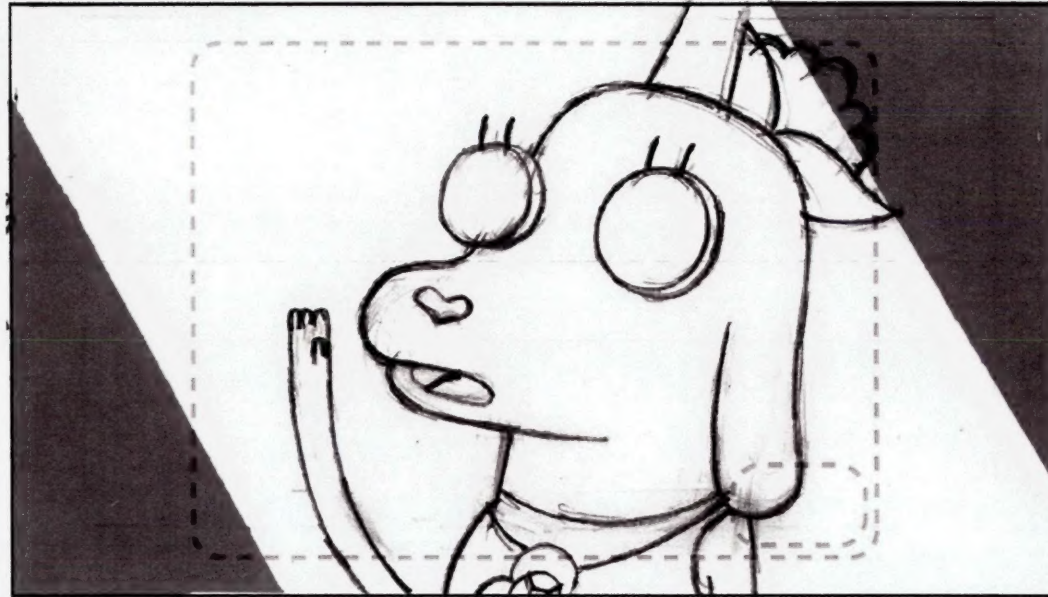


Sc. 01 CONT

Pnl. E

Bg.

day night



Dialog:	<u>Viola:</u> is a slippery devil.	<u>Viola:</u> Our lives are sudden .
Action:	Viola continues emoting (acting) ...	
Timing:		

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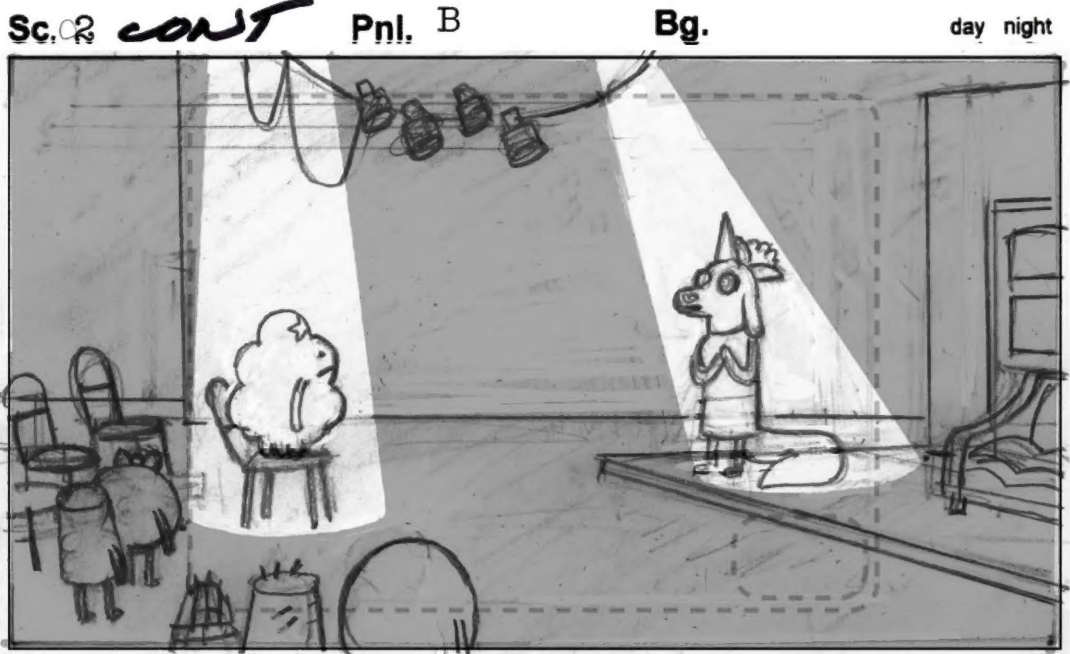
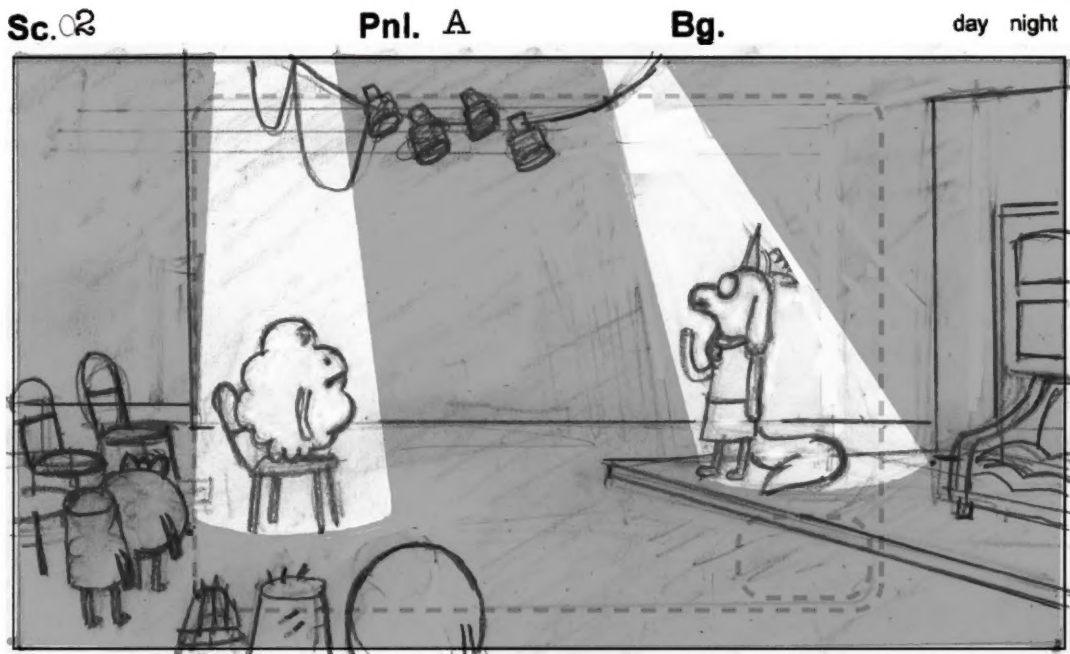
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Dialog:	<u>Viola</u> : They come and go like . . .	<u>Viola</u> : . . . like a summer shower.
Action:	Wide shot reveals: LPS watching Viola's acting.	— Viola finishes her acting.
Timing:	JUN 09 2015	

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ADVENTURE TIME

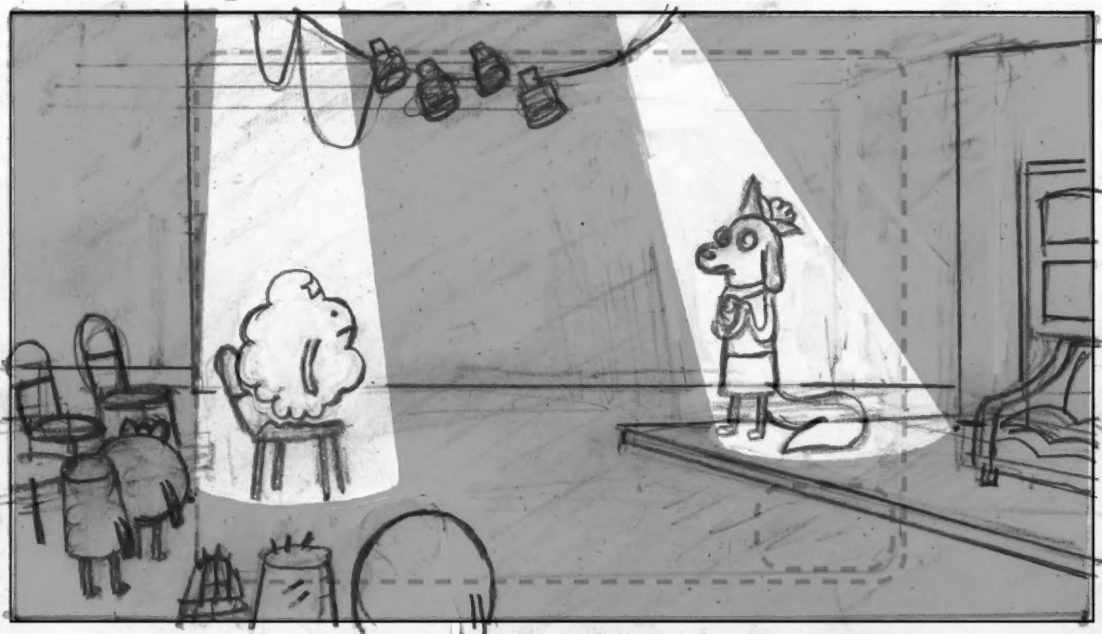


Sc. 2 *CONT*

Pnl. C

Bg.

day night

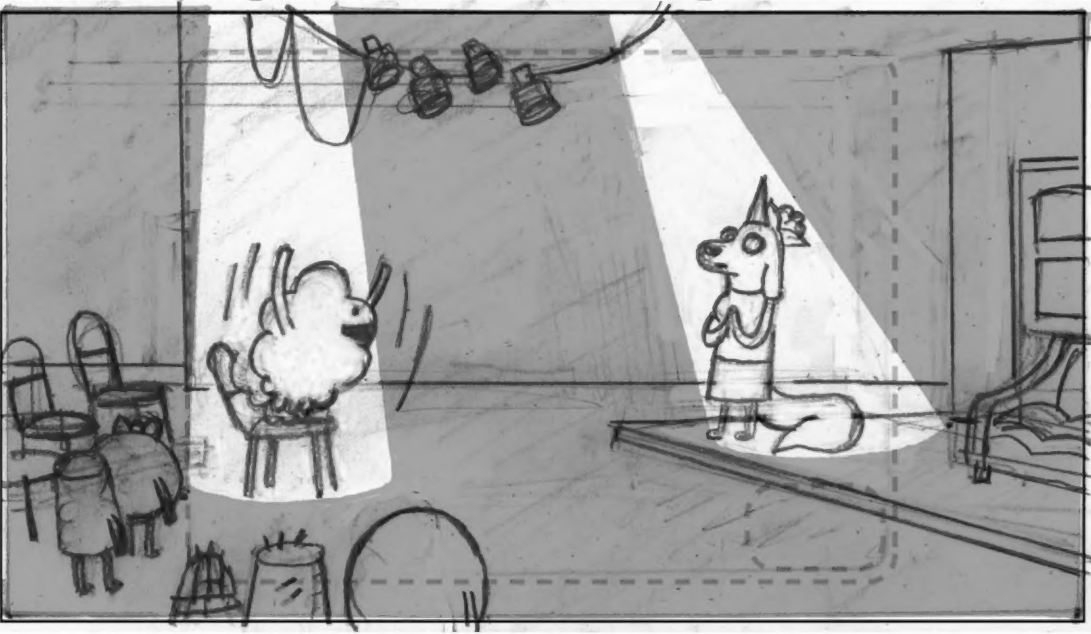


Sc. 2 *CONT*

Pnl. D

Bg.

day night



Dialog:

LSP: OH MY GLOB!

Action:

LSP stares at Viola for a beat.

LSP is enthusiastic!

JUN 09 2015

Timing:

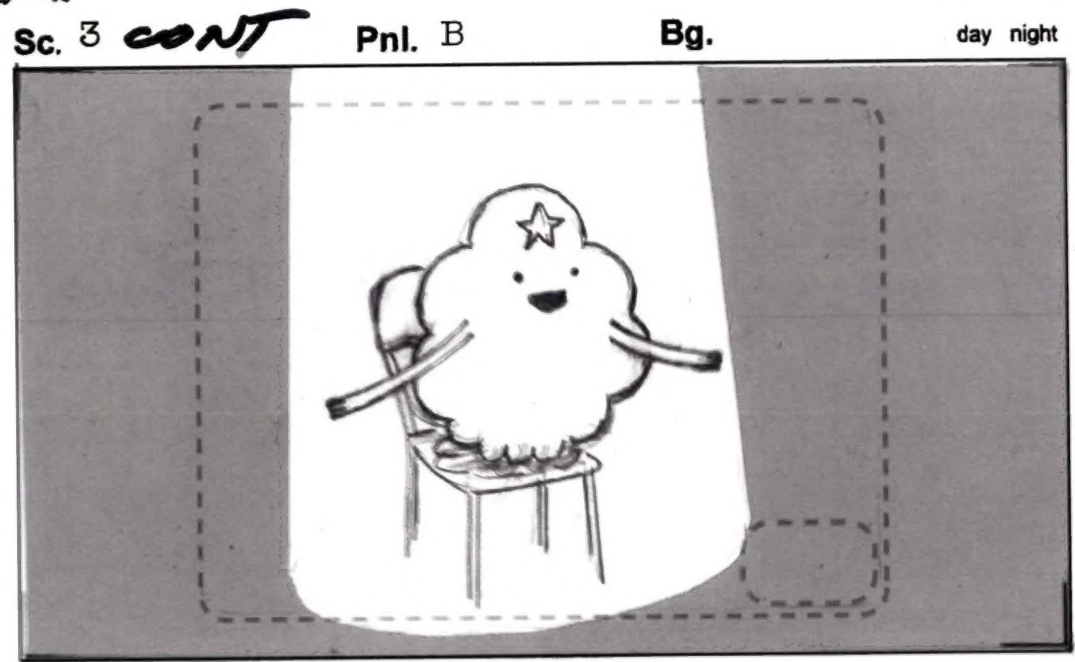
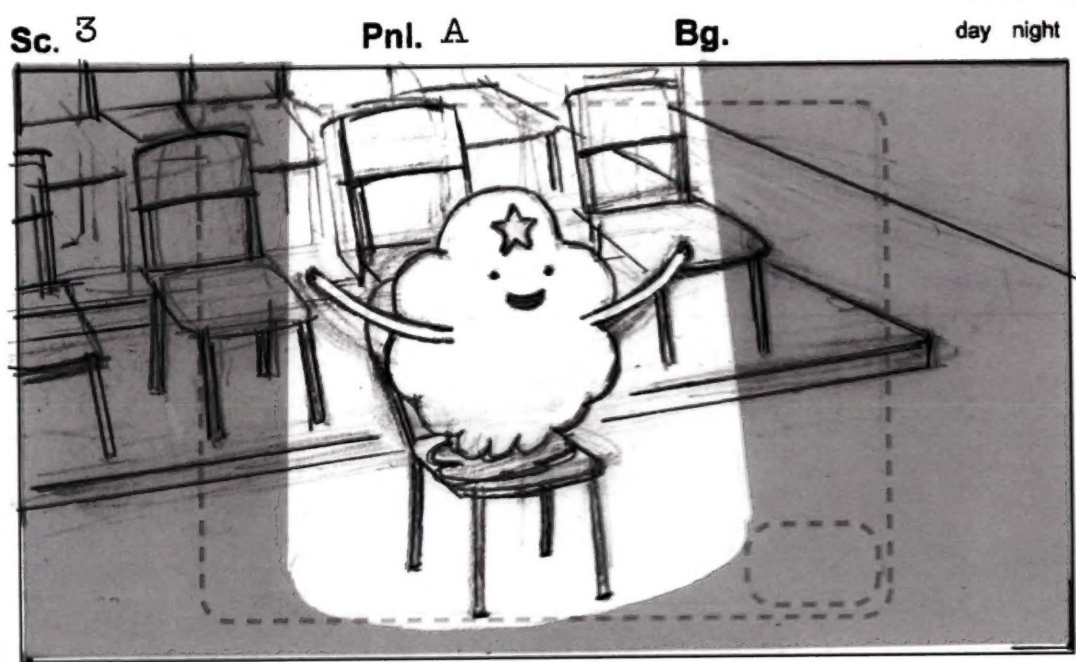
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Production :

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Dialog:	<u>LSP</u> : You got the --	<u>LSP</u> : -- part!
Action:	Closer on LSP, enthusiastic.	
Timing:	JUN 09 2015	

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Production :

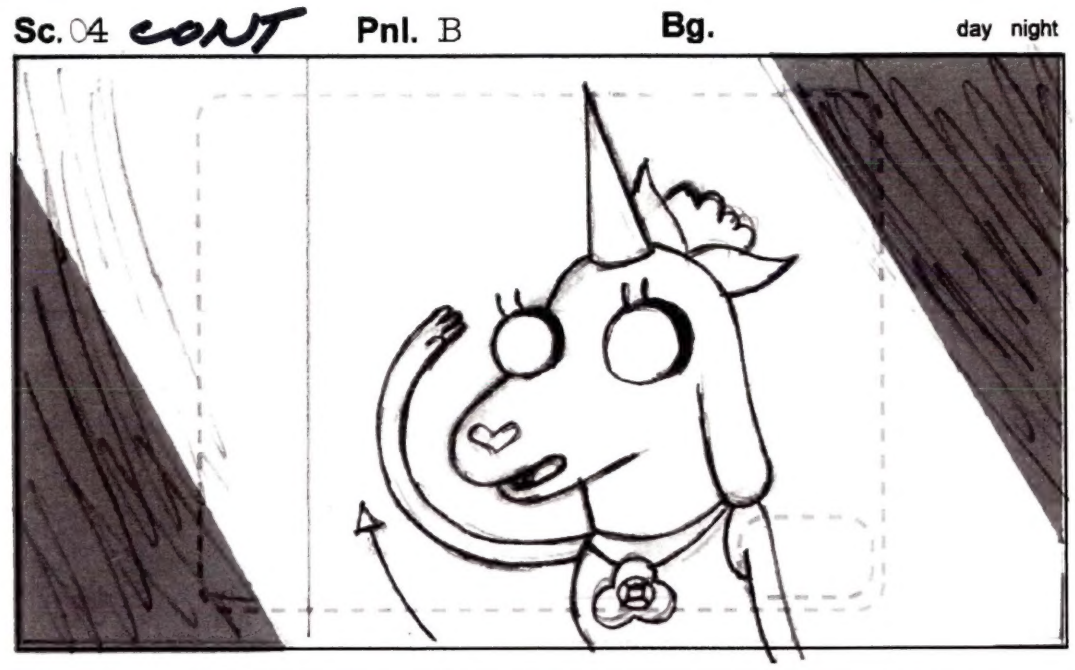
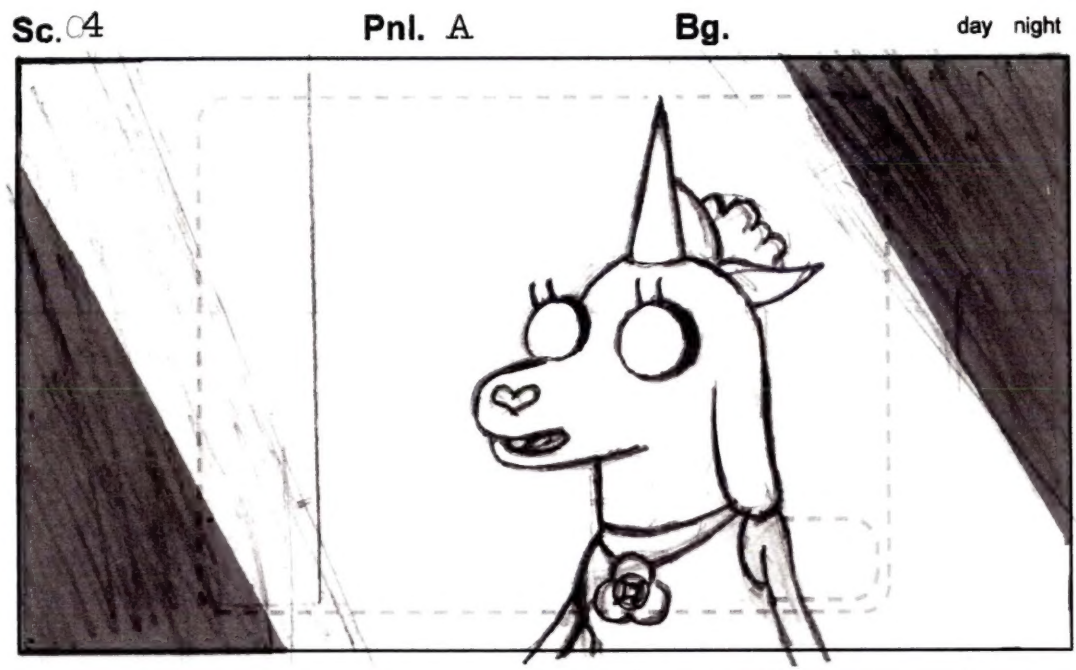
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ADVENTURE TIME



Dialog: <u>Viola:</u> I - - -		<u>Viola:</u> - - - did?
Action: Close on Viola.		Viola peers out through the spotlight.
Timing:		JUN 09 2015

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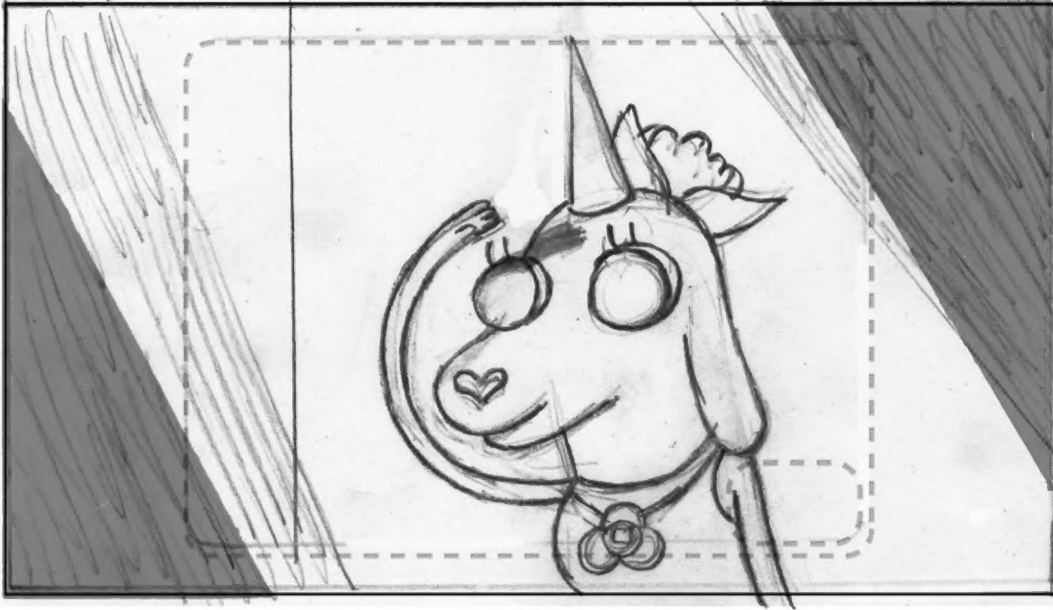
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Sc. 4 *cont*

Pnl. C

Bg.

day night

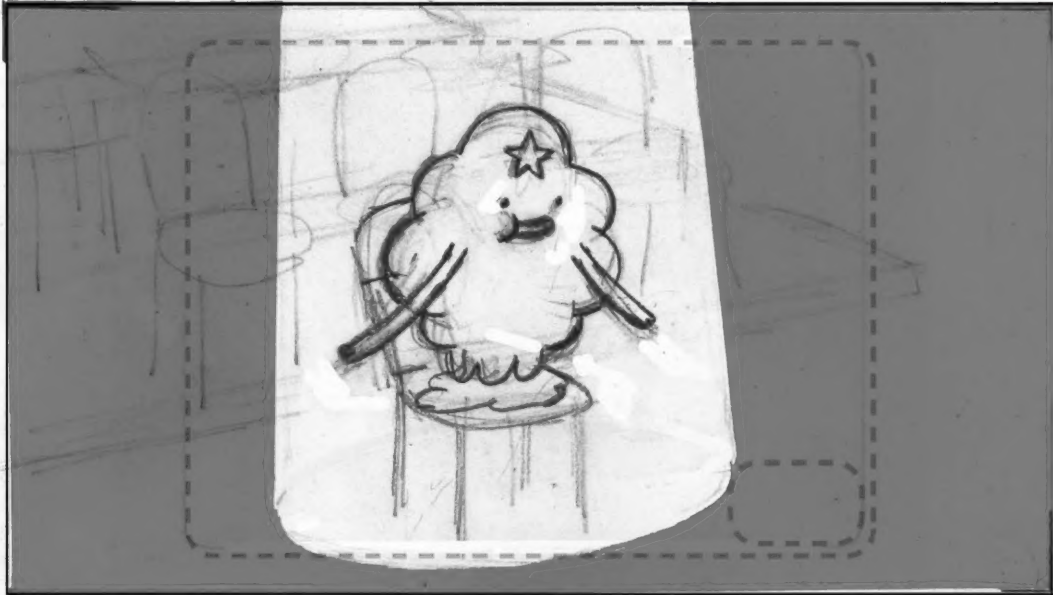


Sc. 5

Pnl. A

Bg.

day night



Dialog:

Action:

(Start pose.)

LSP is enthusiastic.

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Timing:

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ADVENTURE TIME



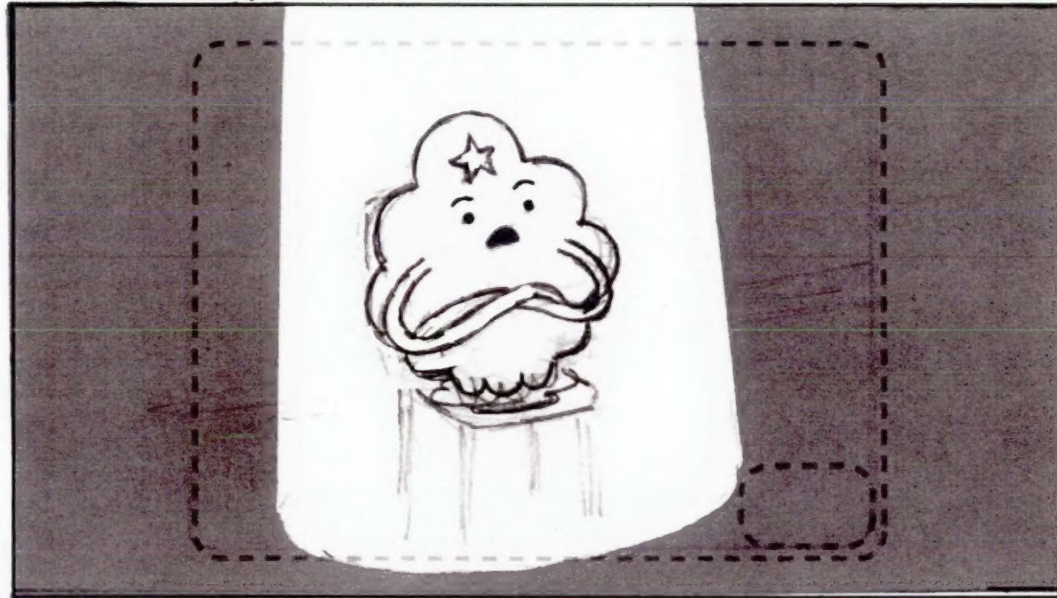
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Sc. 5 *cont*

Pnl. B

Bg.

day night

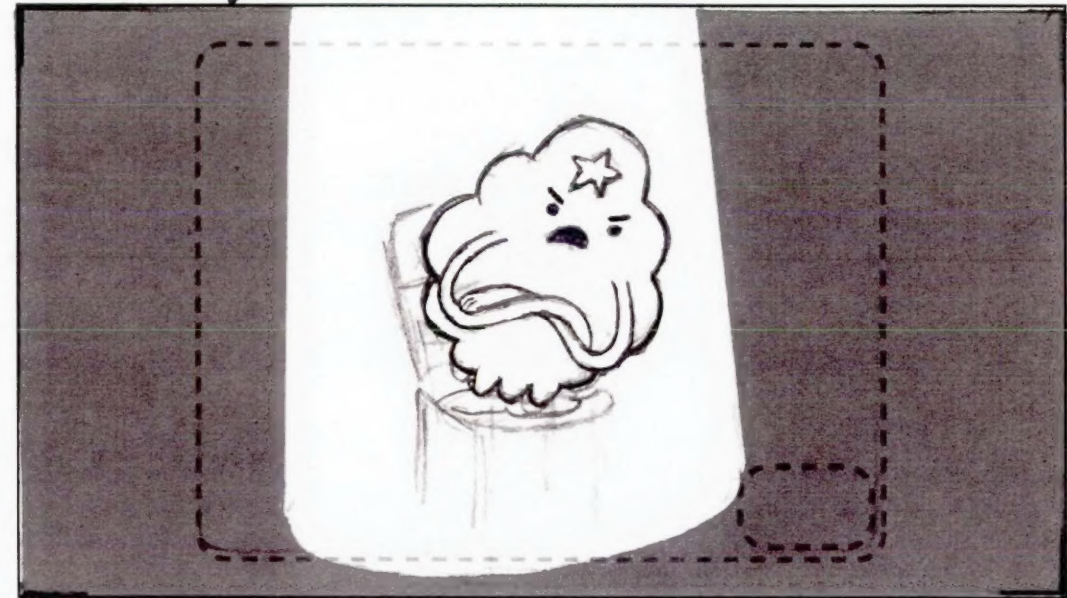


Sc. 5 *cont*

Pnl. C

Bg.

day night



Dialog: LSP: Well not that part.

LSP: You were terrible.

Action: LSP qualifies her enthusiasm.

LSP is now critical!

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Timing:

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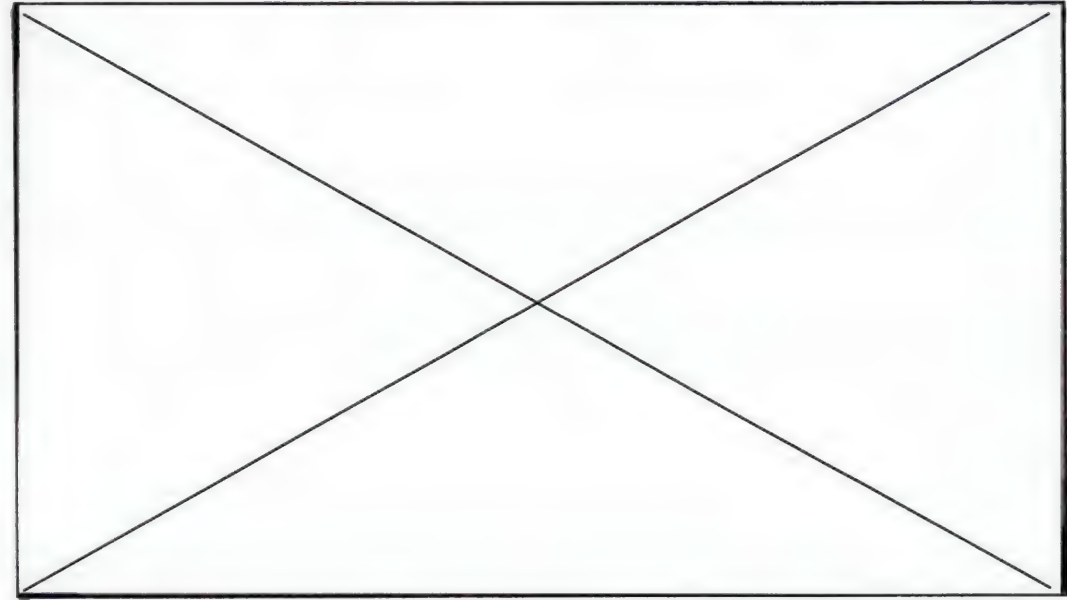
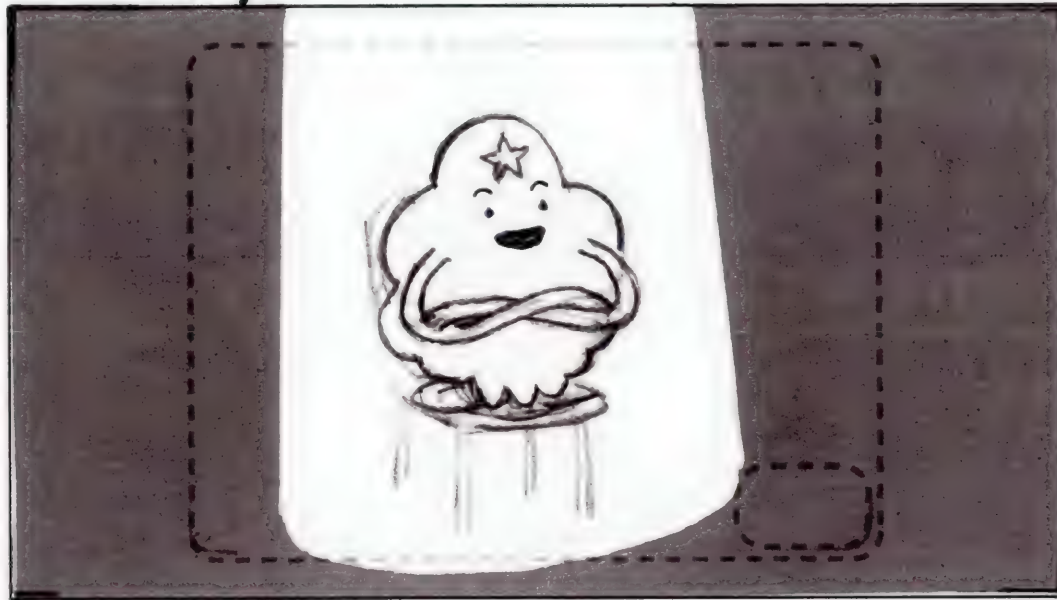
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ADVENTURE TIME



Page 11

Sc. 5 *CONT* Pnl. D Bg. day night Sc. OUT Pnl. Bg. day night



Dialog:	<u>LSP</u> : But you <u>can</u> be my personal assistant. . .
Action:	
Timing:	

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Page 12

Sc. 06

Pnl. A

Bg.

day night



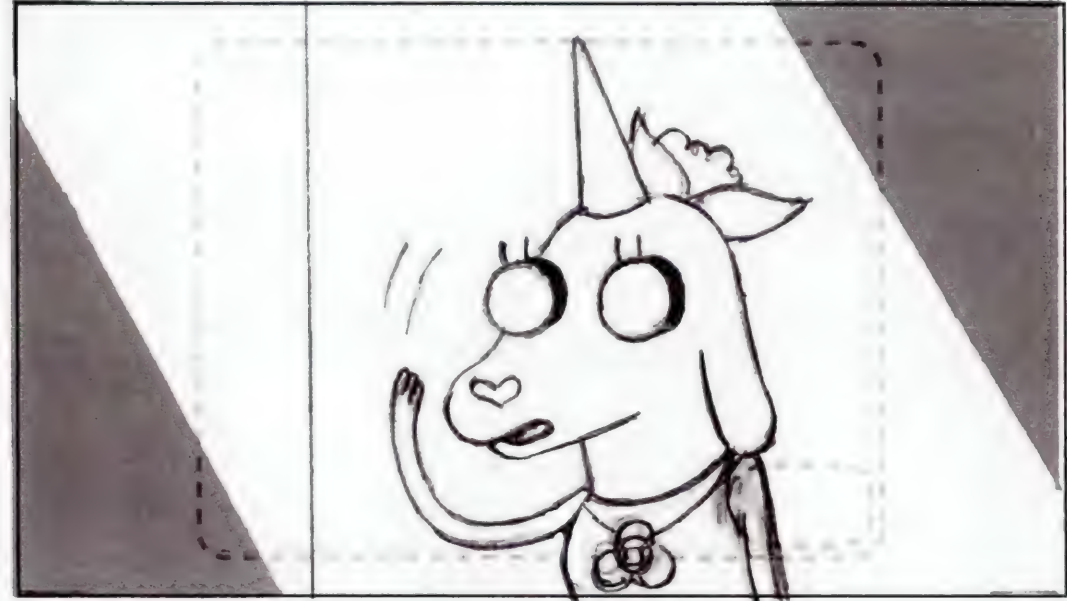
Sc. 06

cont

Pnl. B

Bg.

day night



Dialog:

Viola: Well . . .

Action:

Viola is disappointed.

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Timing:

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Page 13

Sc. *6 cont* Pnl. *C*

Bg.

day night



Sc. *6 cont* Pnl. *D*

Bg.

day night



Dialog:

- - -

Viola: I guess - - I have to start

Action:

Viola thinks for a beat.

(House lights start to come up.)

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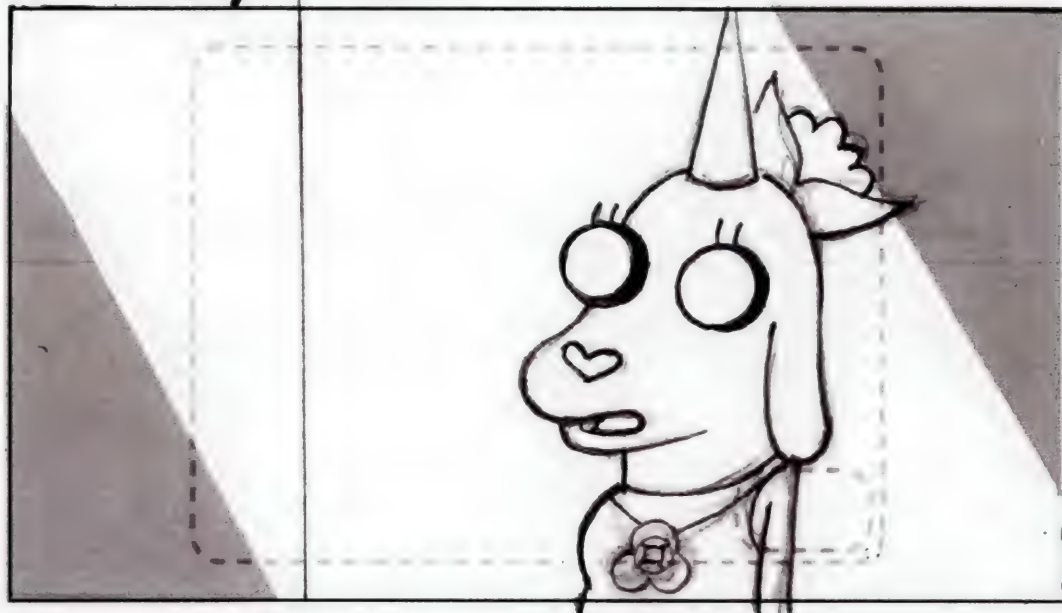
Page 14

Sc. 06 *CONT*

Pnl. E

Bg.

day night

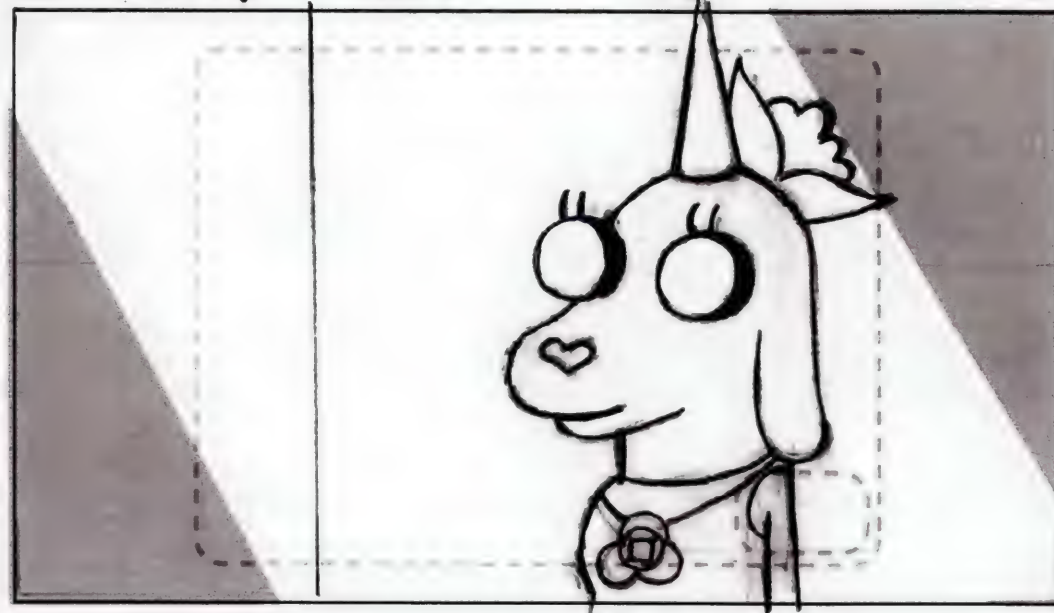


Sc. 06 *CONT*

Pnl. F

Bg.

day night



Dialog:

Viola: -- HAVE TO GO -- SOMEWHERE.

Action:

-- Viola puts on a smile -- undaunted, still sunny.

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Timing:

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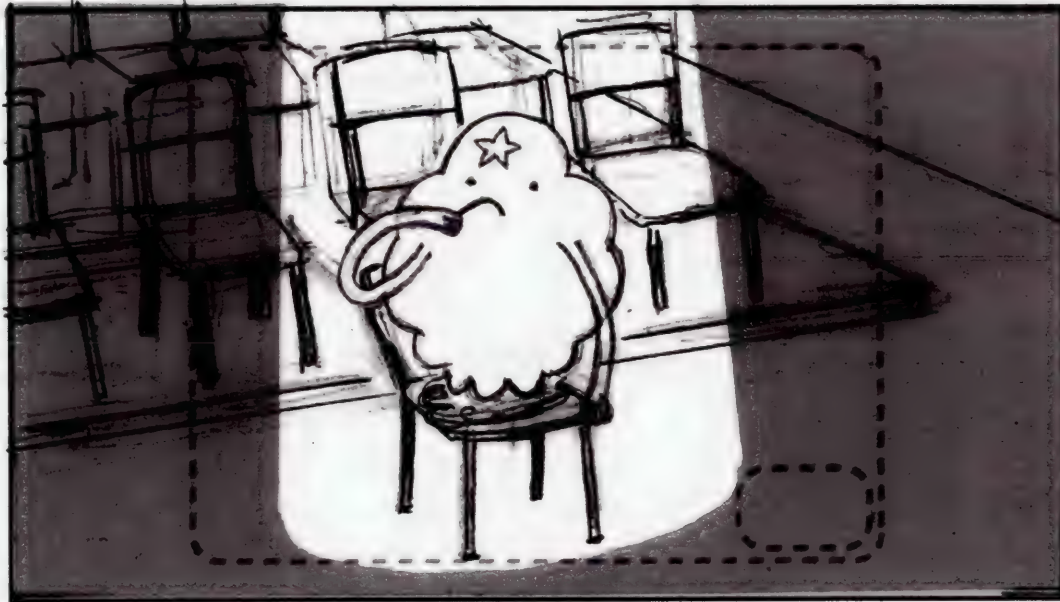
Page 15

Sc. 07

Pnl. A

Bg.

day night



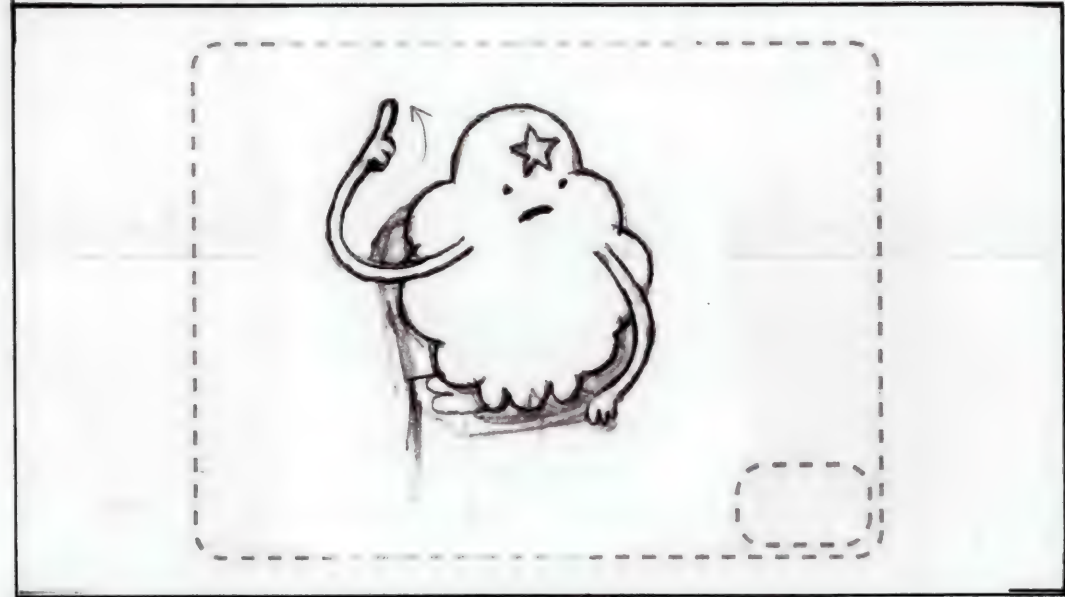
Sc. 07

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

(Start pose.) LSP thinks.

(Antic.)

Timing:

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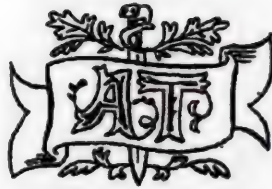
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Sc. 07 *cont*

Pnl. C

Bg.

day night

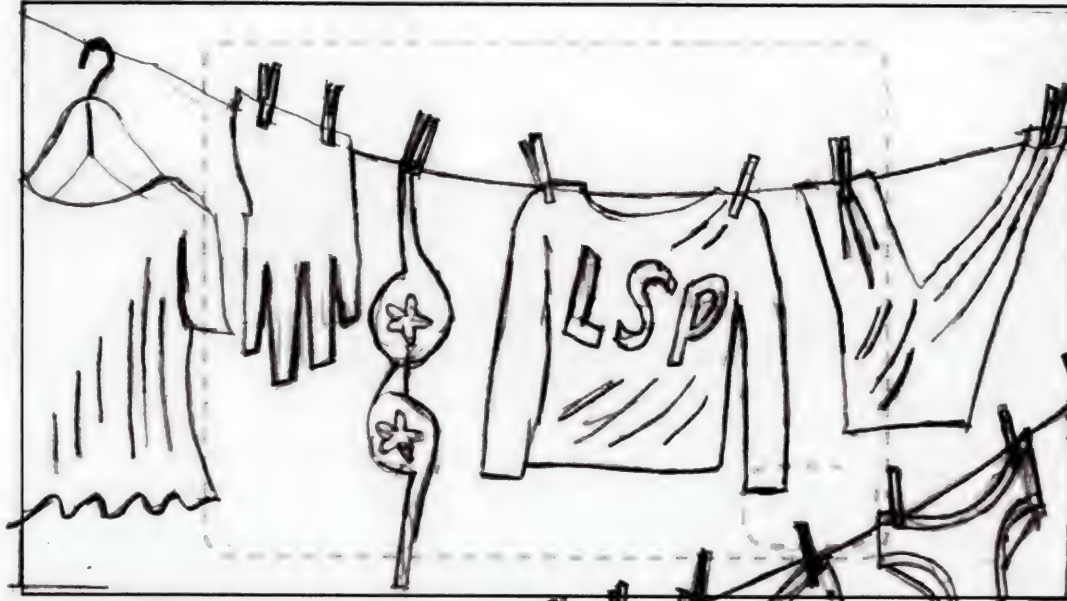


Sc. 08

Pnl. A

Bg.

day night



Dialog:

LSP: Start with my laundry.

Tree Trunks (O/S): Time . . . is a slippery devil.

Action:

LSP points past Viola to the backstage area.

Close on: LSP laundry, hanging on lines.

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Timing:

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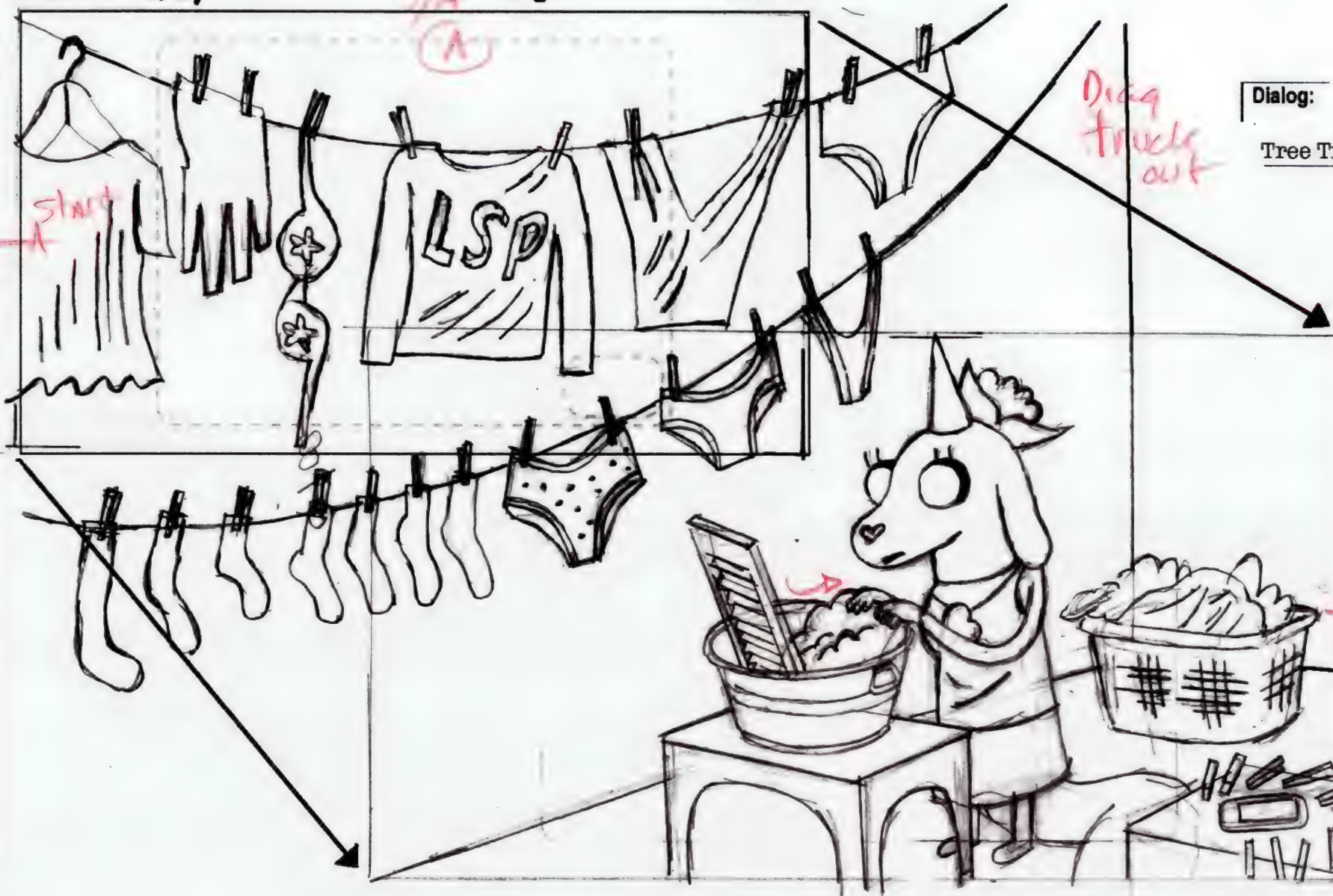
Sc. 08 *CONT*

Bg.

day night

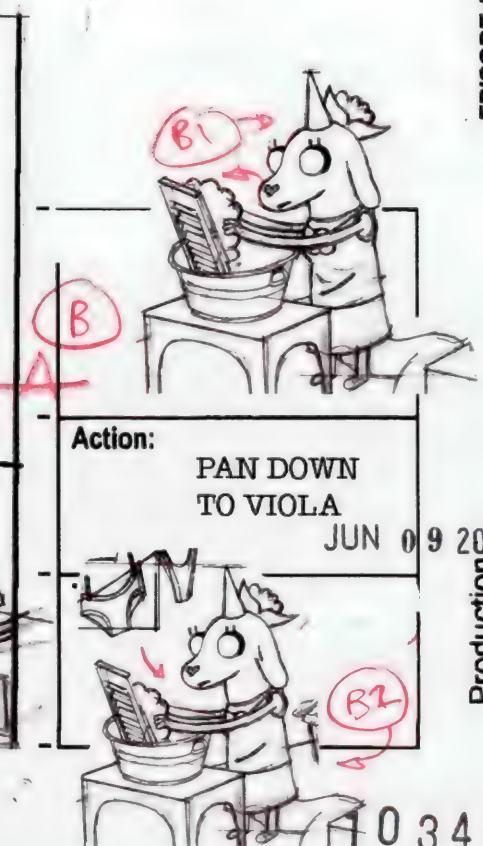
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Dialog:

Tree Trunks (O/S): Our lives are sudden.



Action:

PAN DOWN
TO VIOLA

JUN 09 2015

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1034/223

ADVENTURE TIME



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Sc. 08 **CONT** Pnl. **C** Bg. day night



Sc. 08 **CONT** Pnl. **C1** Bg. day night



Dialog: Tree Trunks (O/S): They come and go like --

TT (O/S): -- like a summer shower.

Action: A/B cycle of Viola scrubbing laundry.

Timing:



JUN 09 2015

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ADVENTURE TIME



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Sc. 8 *CONT* Pnl. *D* Bg. day night



Sc. 8 *CONT* Pnl. *E* Bg. day night



Dialog: LSP (O/S): You got the part!
That was great!

LSP: ^(O/S) Well maybe not 'great', but, you were a lot better
than those others.

SFX: Brrrrr! [Viola's cell phone rings.]

Action:

Timing:

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ADVENTURE TIME



Page 20

Sc. 8 *CONT*

F

Bg.

day night

Sc. 8 *CONT*

Bg.

day night



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Production :

Dialog:

SFX: Brrrrr. [cell phone]

SFX: Brrrrr. [cell phone]

Diag truck in

Action:

Viola looks to cell phone.

JUN 09 2015

Timing:

1034/223

1034/223

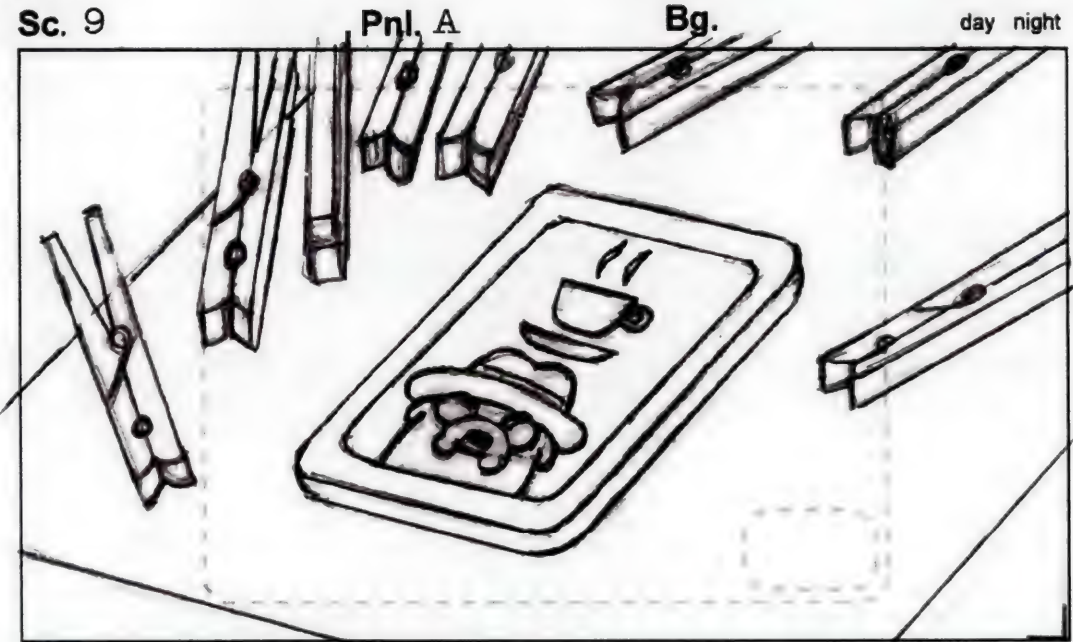
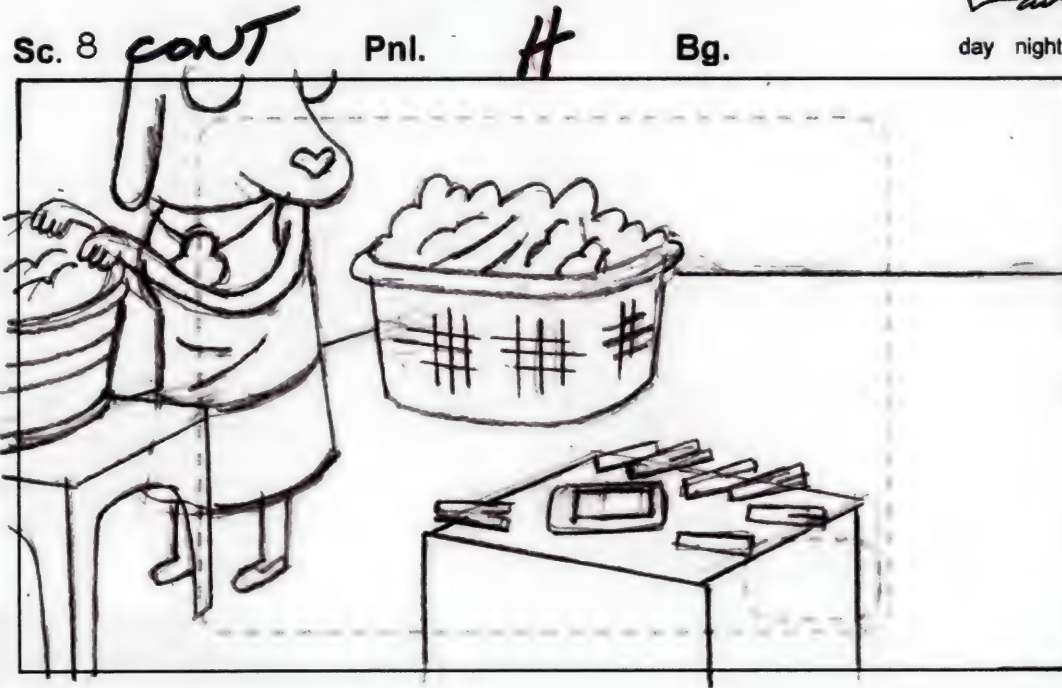
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ADVENTURE TIME



NO
SC 10

Page 21



Dialog:

Action:

Close on: Cell phone, showing a Jake symbol and a cup-of-coffee symbol

JUN 09 2010

Timing:



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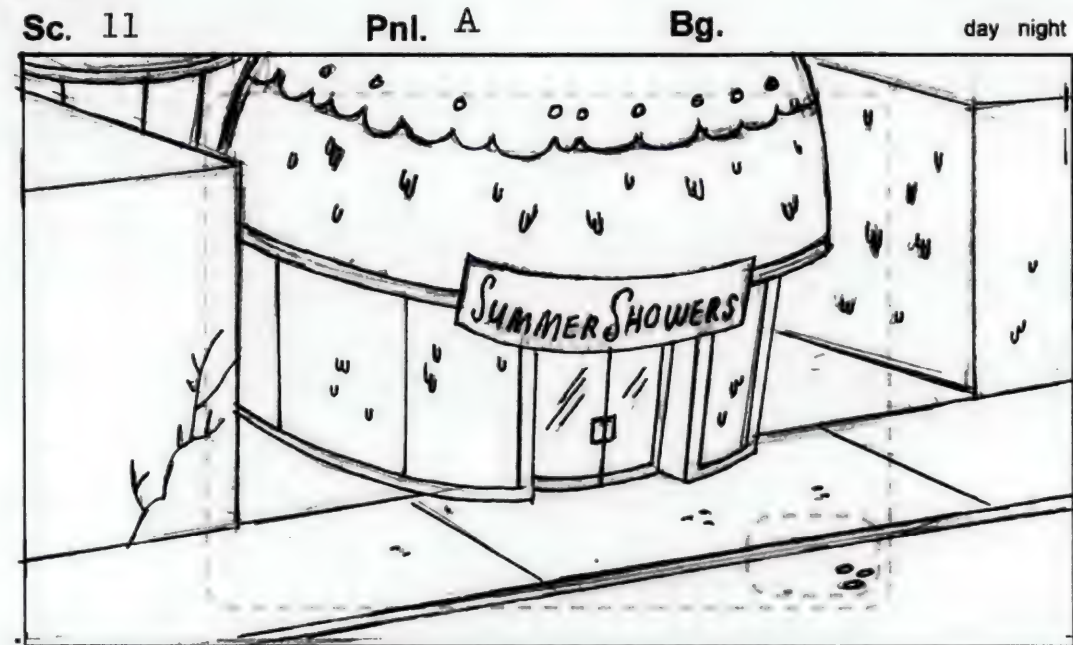
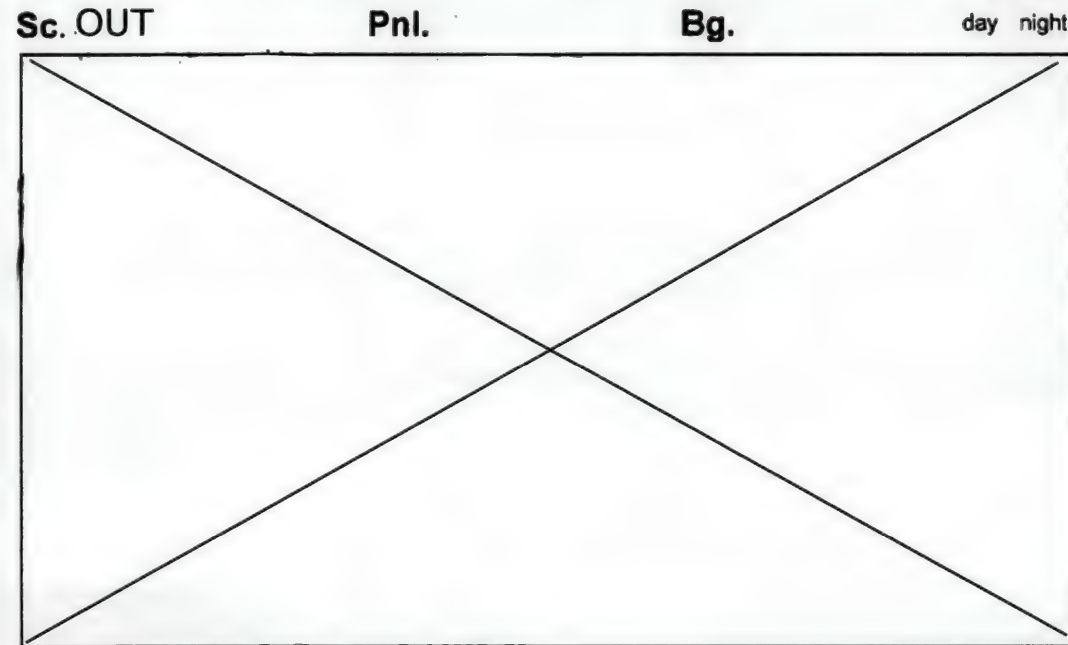
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ADVENTURE TIME



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Dialog:	
Action:	Wide on: exterior of the playhouse (theater).
Timing:	JUN 09 2015

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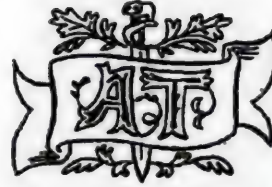
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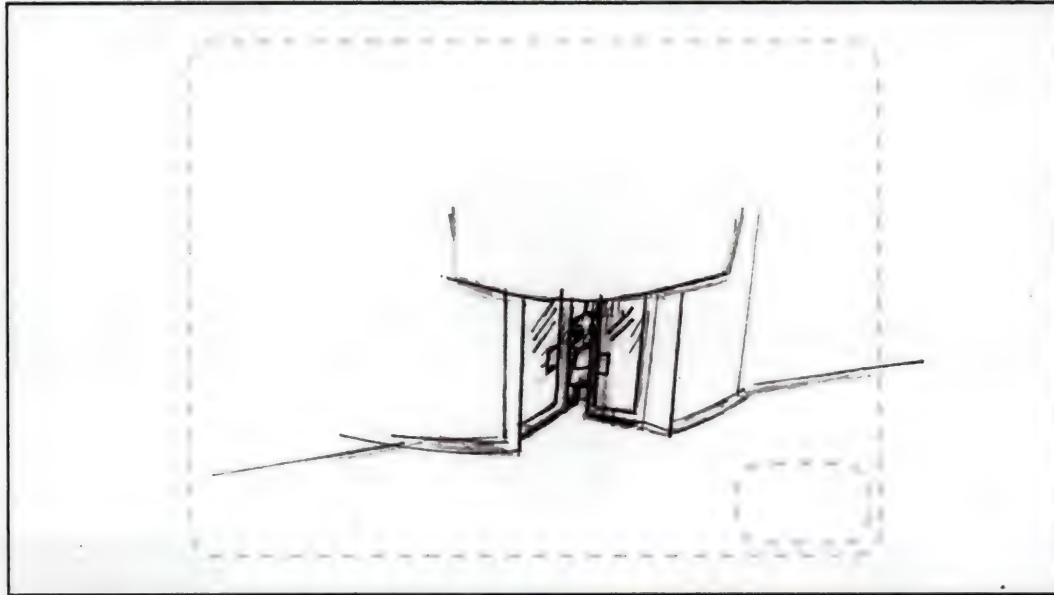
ADVENTURE TIME



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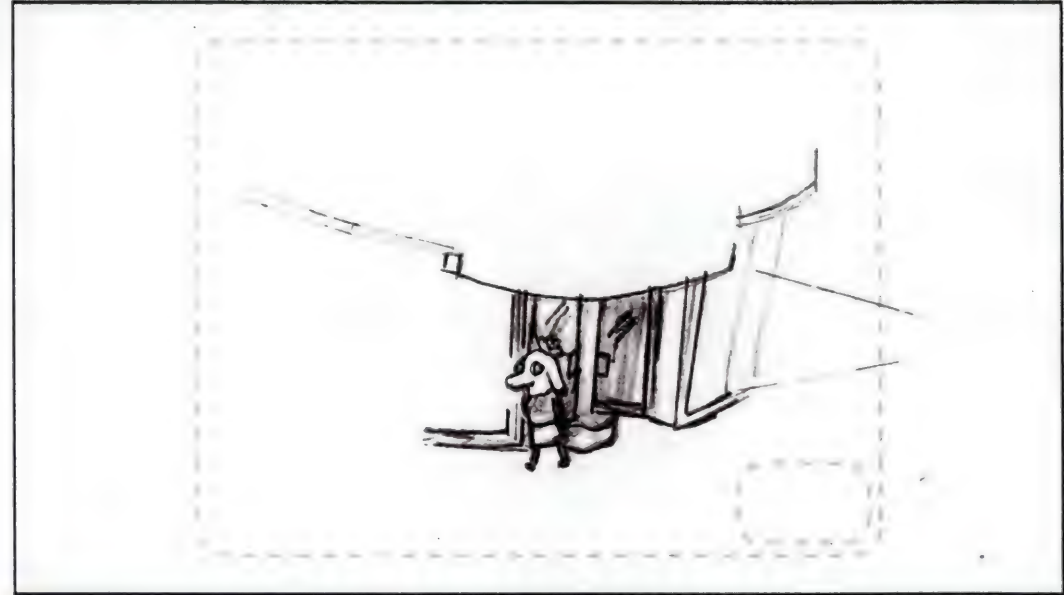
Sc. 11 *CONT* Pnl. B Bg.

day night



Sc. 11 *CONT* Pnl. C Bg.

day night



Dialog:

Action:

Viola exits the playhouse.

Timing:



JUN 09 2015

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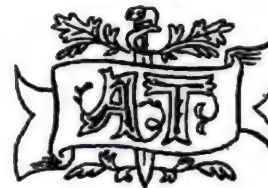
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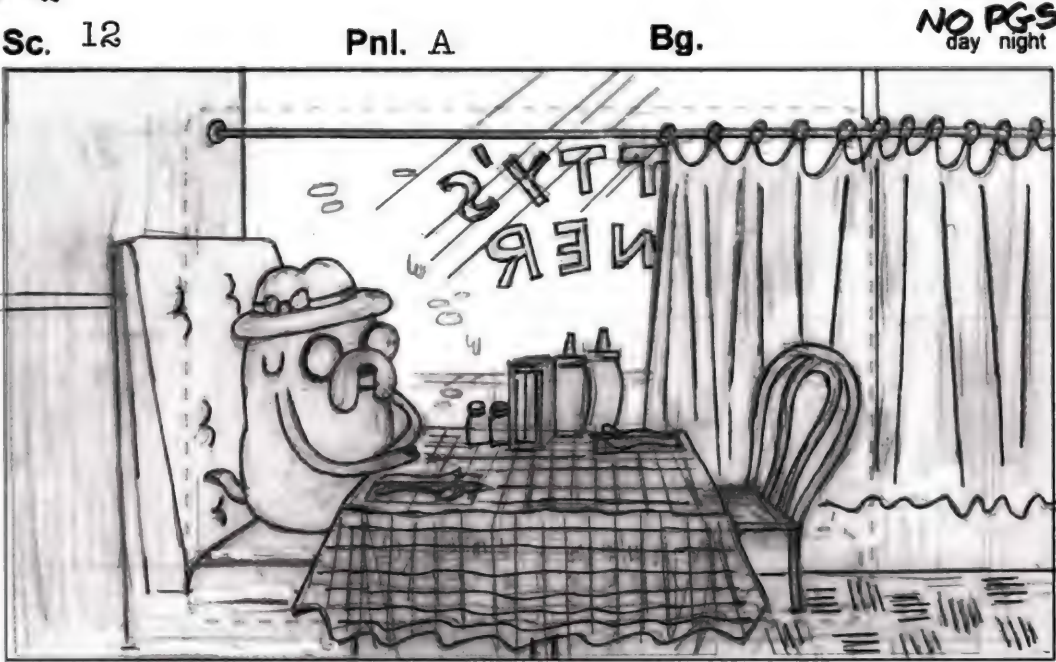
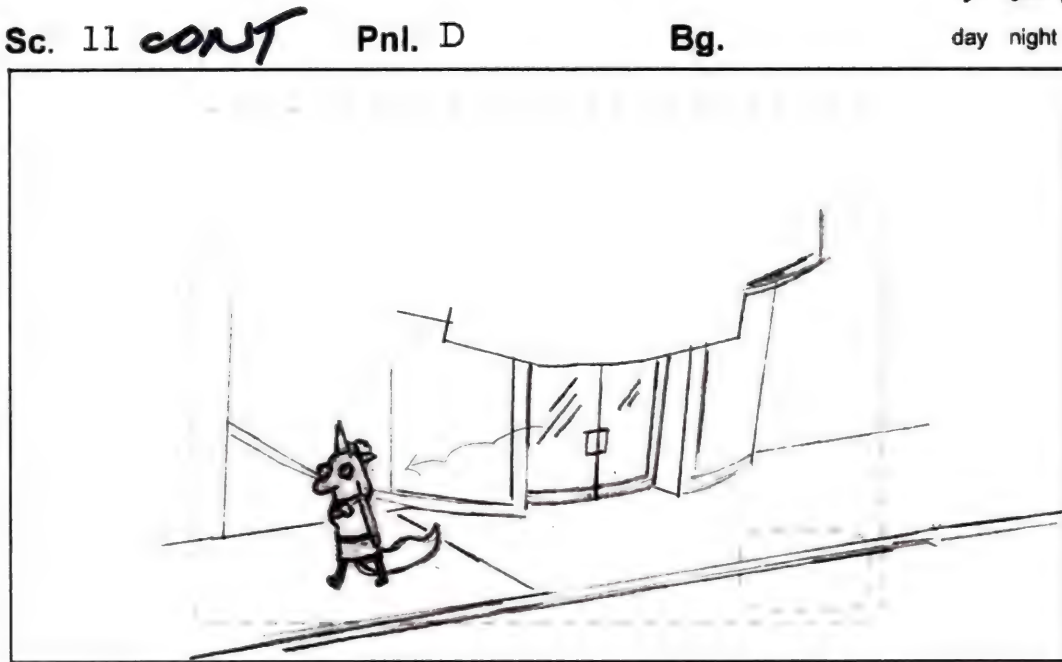
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ADVENTURE TIME



Page 24
NO PGS 25-26
day night



Dialog:	
Action:	Viola walks away from the playhouse.
	— Jake waits, at a table in a greasy-spoon restaurant near the playhouse.
Timing:	JUN 09 2015

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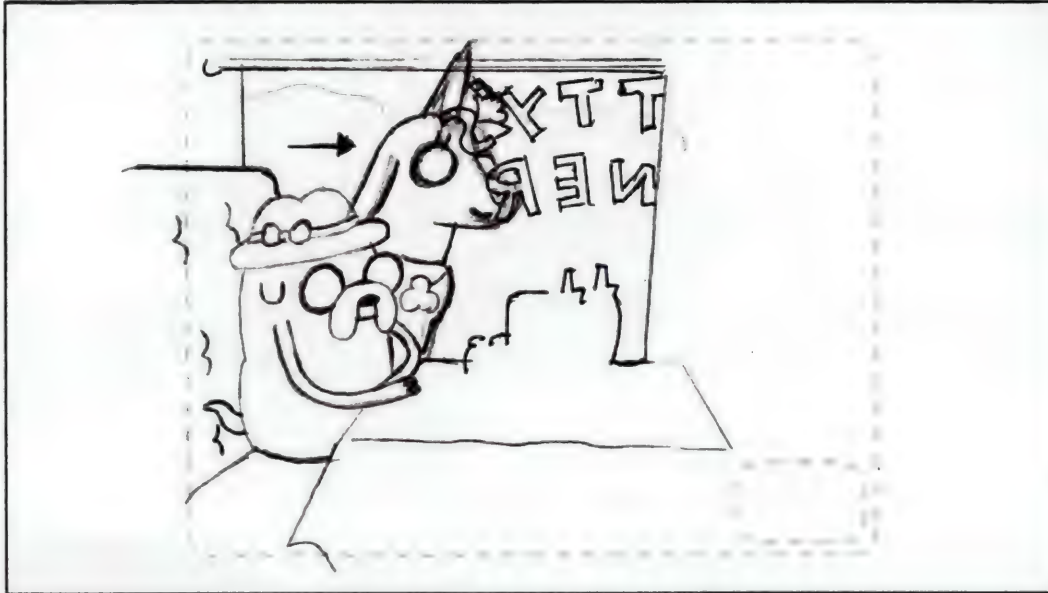
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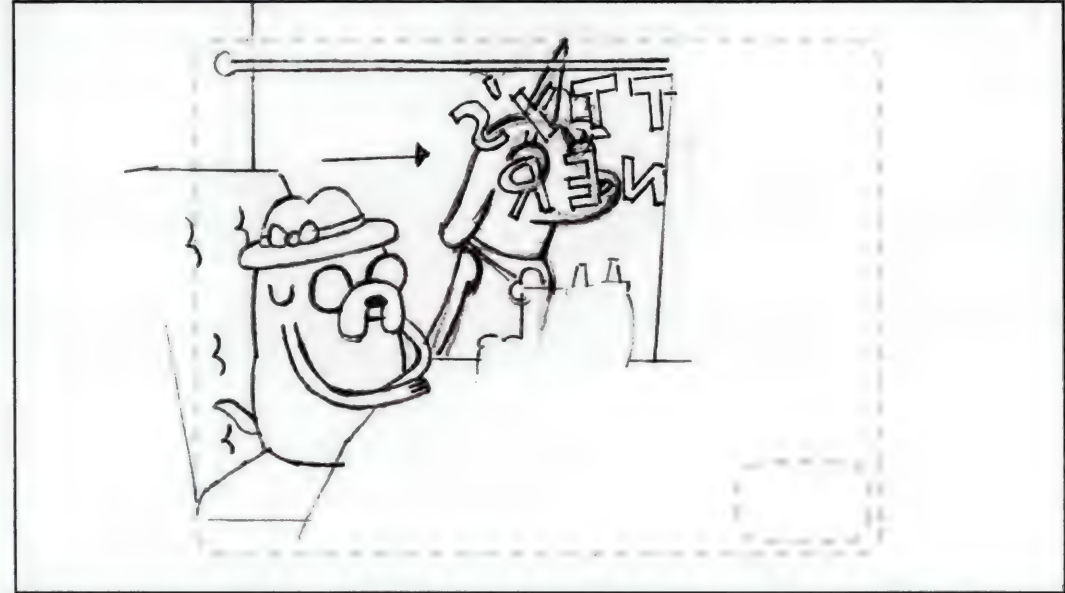
Sc. 12 *CONT* Pnl. B Bg.

day night



Sc. 12 *CONT* Pnl. C Bg.

day night



Dialog:

Action: Viola walks past, outside.

Timing:

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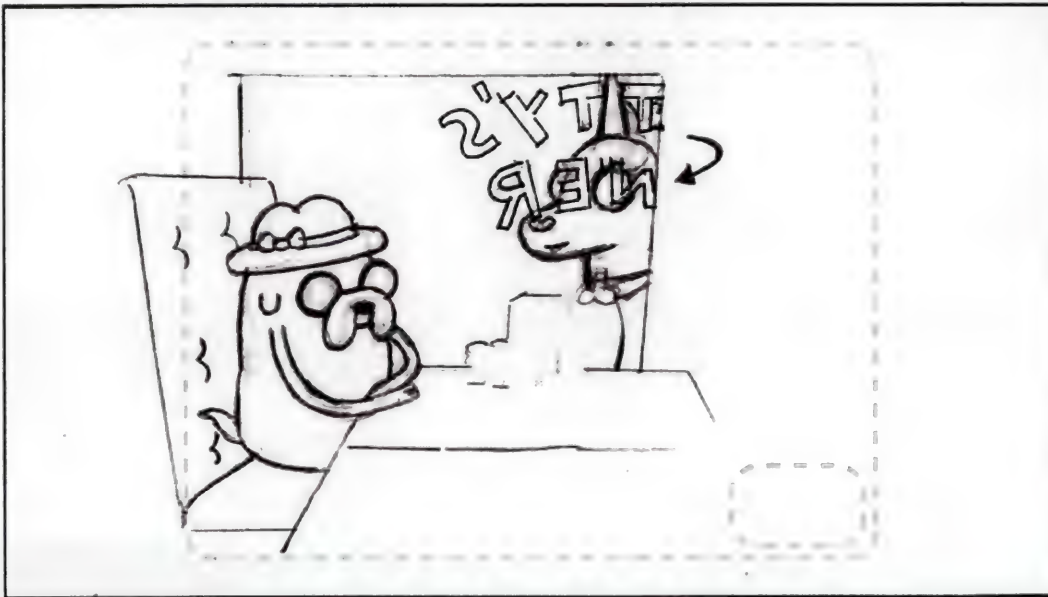
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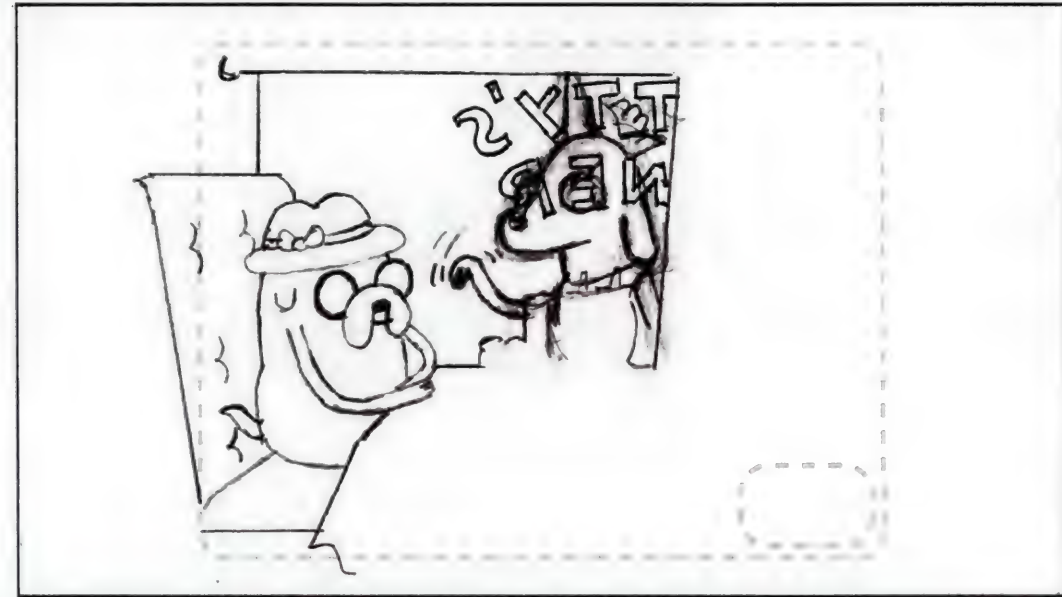
Sc. 12 *CONT* Pnl. D Bg.

day night



Sc. 12 *CONT* Pnl. E Bg.

day night



Dialog:	
	<u>SFX</u> : Knock knock. [Viola knocks on window.]
<div style="text-align: right;">(E) (A)</div>	
Action:	Viola turns back. She has noticed Jake sitting there.
	Viola taps on the window to say hello.
<div style="text-align: right;">JUN 09 2015</div>	
Timing:	

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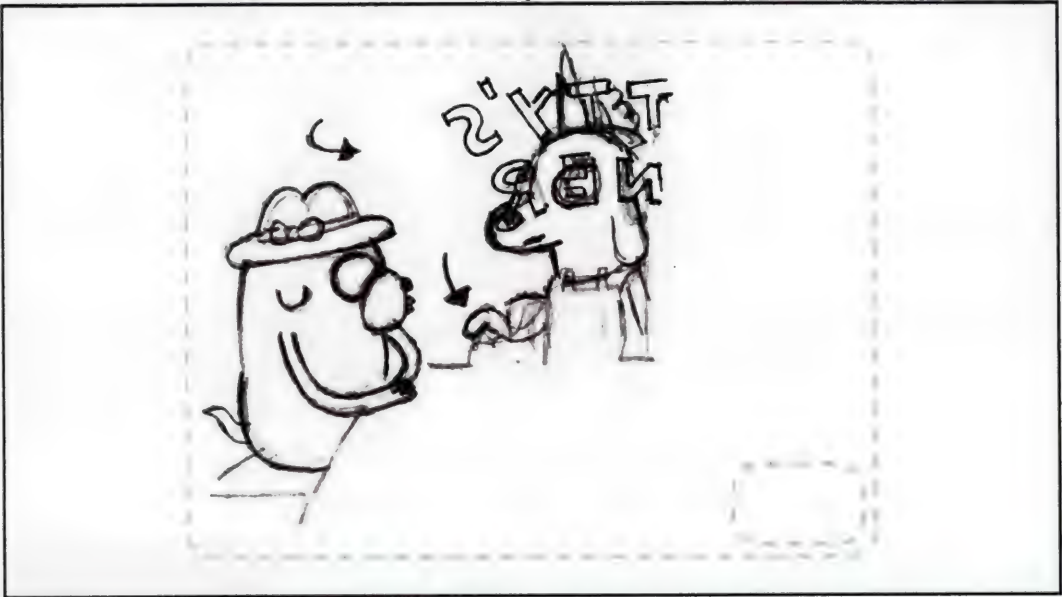
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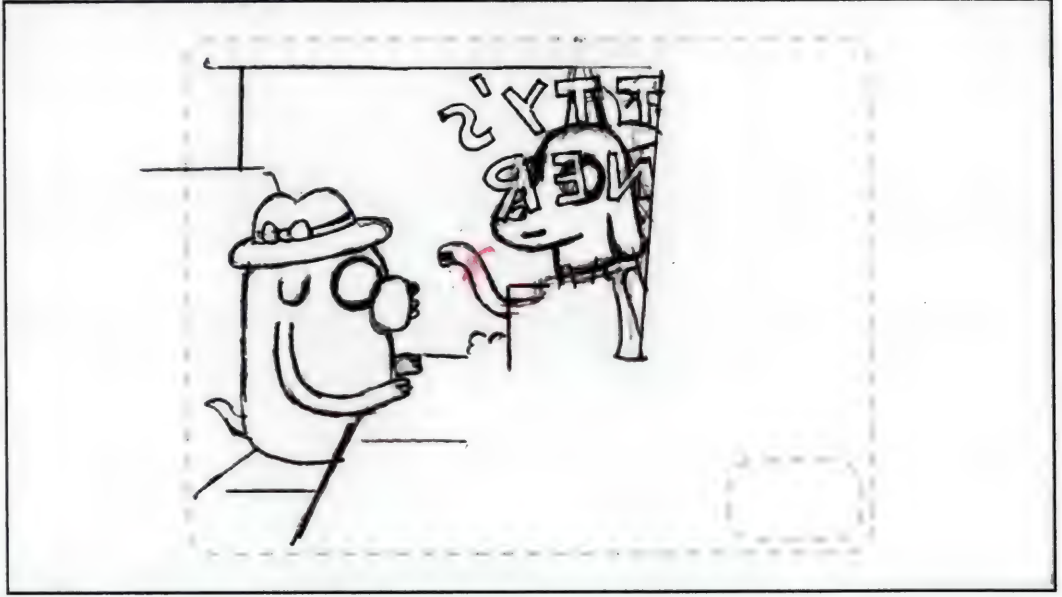
ADVENTURE TIME



Sc. 12 *CONT* Pnl. *F* Bg. day night



Sc. 12 *CONT* Pnl. *H* Bg. day night



Dialog:	
Action:	Jake turns to Viola / Viola settles out of the tapping pose.
	Viola waves hello to Jake.
Timing:	

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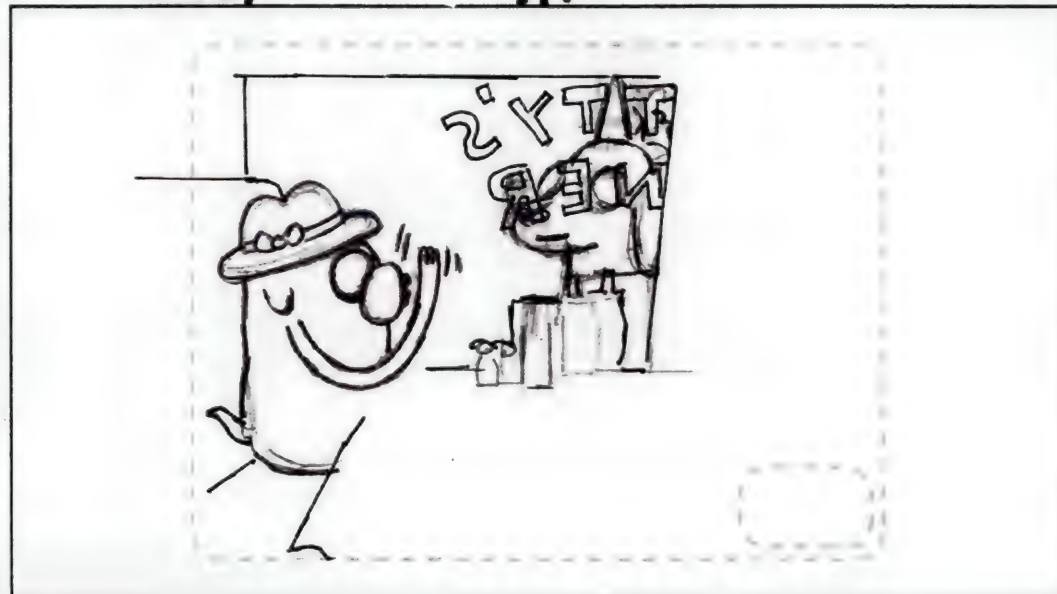
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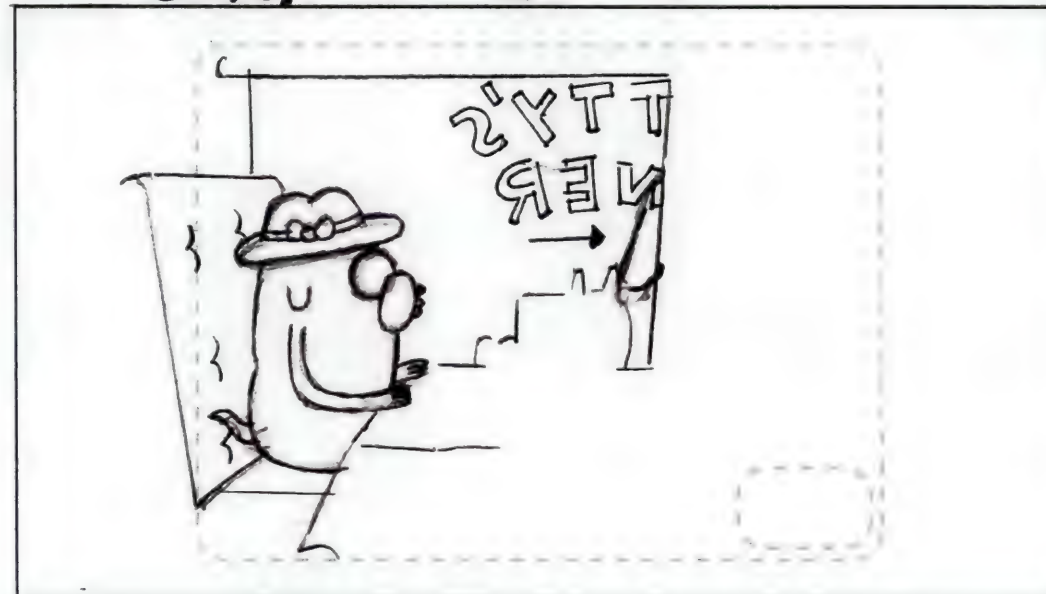
Sc. 12 *CONT* Pnl. *H1* Bg.

day night



Sc. 12 *CONT* Pnl. *I* Bg.

day night



Dialog:



Action:

Jake waves hello to Viola.

Settle jake / Viola walks to the entrance of the restaurant.

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Timing:

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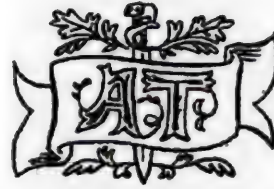
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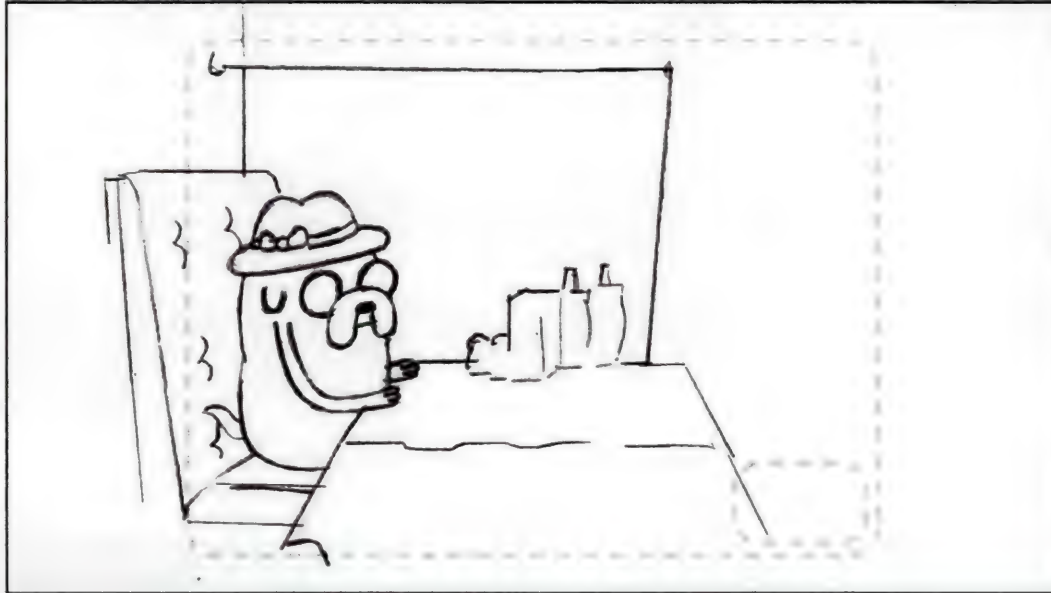


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Sc. 12 *CONT* Pnl. J

Bg.

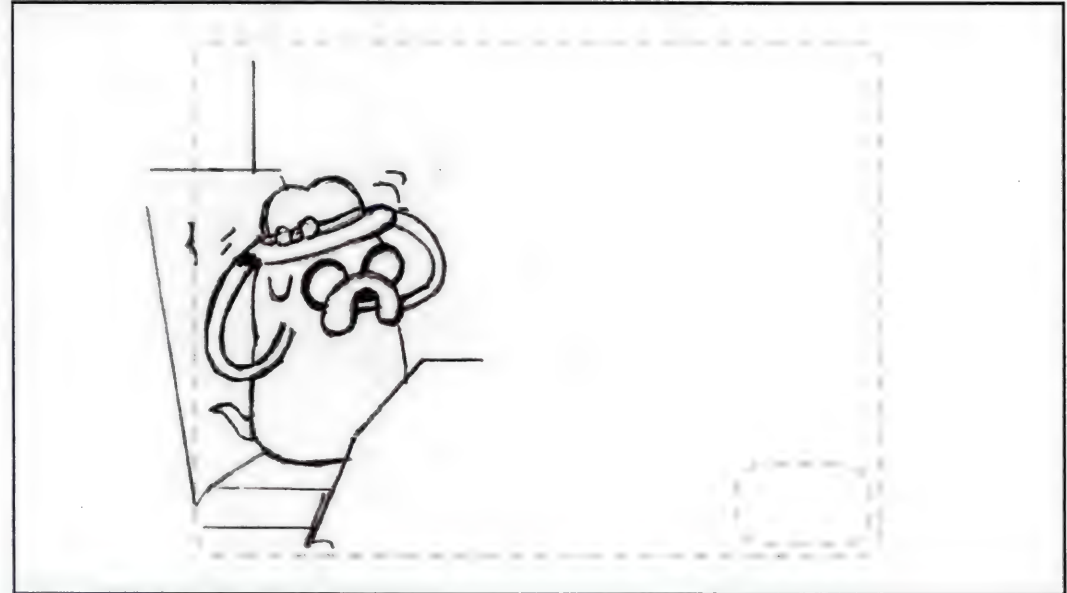
day night



Sc. 12 *CONT* Pnl. K

Bg.

day night



Dialog:

Action:

Jake waits.

Jake adjusts his Dad Hat.

A/B cycle.

JUN 09 2015

Timing:

EPISODE # 1034-223

1034/223

Production :

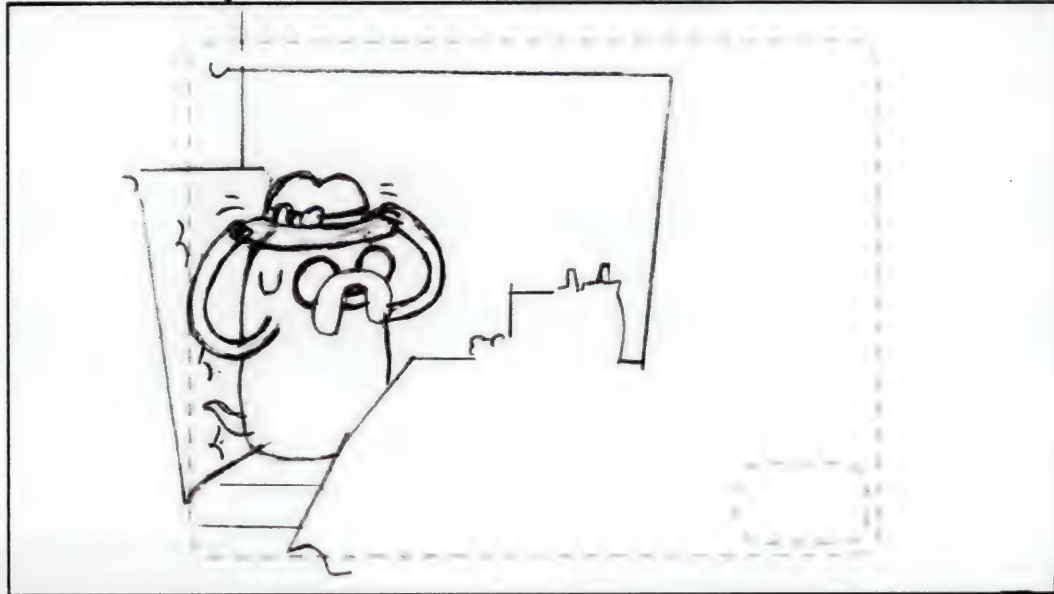
1034/223

ADVENTURE TIME

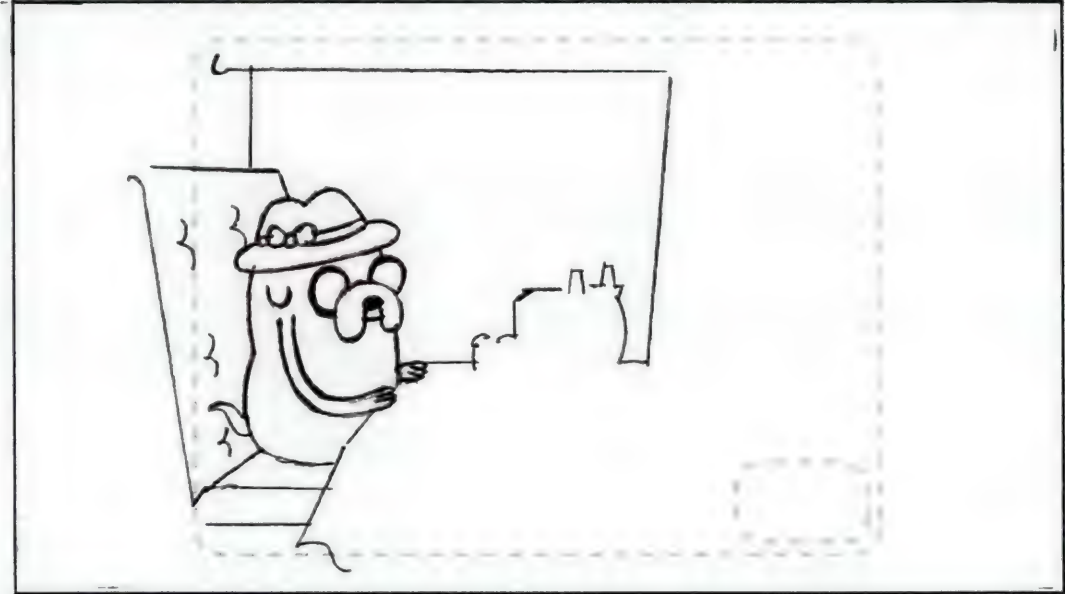


Page 32

Sc. 12 **CONT** Pnl. L Bg. day night



Sc. 12 **CONT** Pnl. M Bg. day night



Dialog:

Action:

(cont. adjusting hat)

Settle Jake .

JUN 09 2015

Timing:

EPISODE #

1034-223

Production :

1034/223

1034/223

1034/223

ADVENTURE TIME

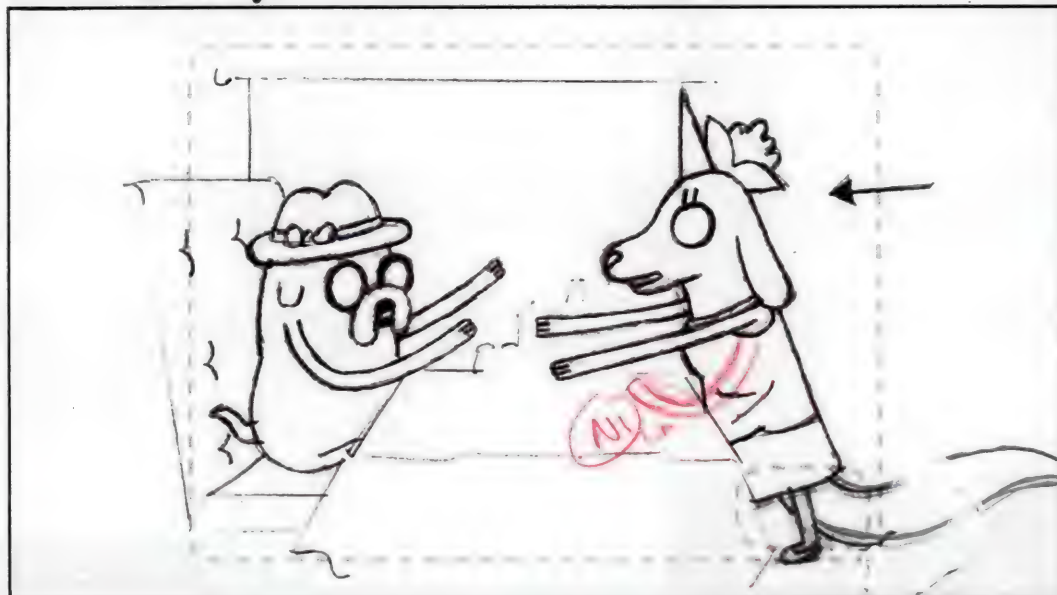


Page 33

Sc. 12 *CONT* Pnl. N

Bg.

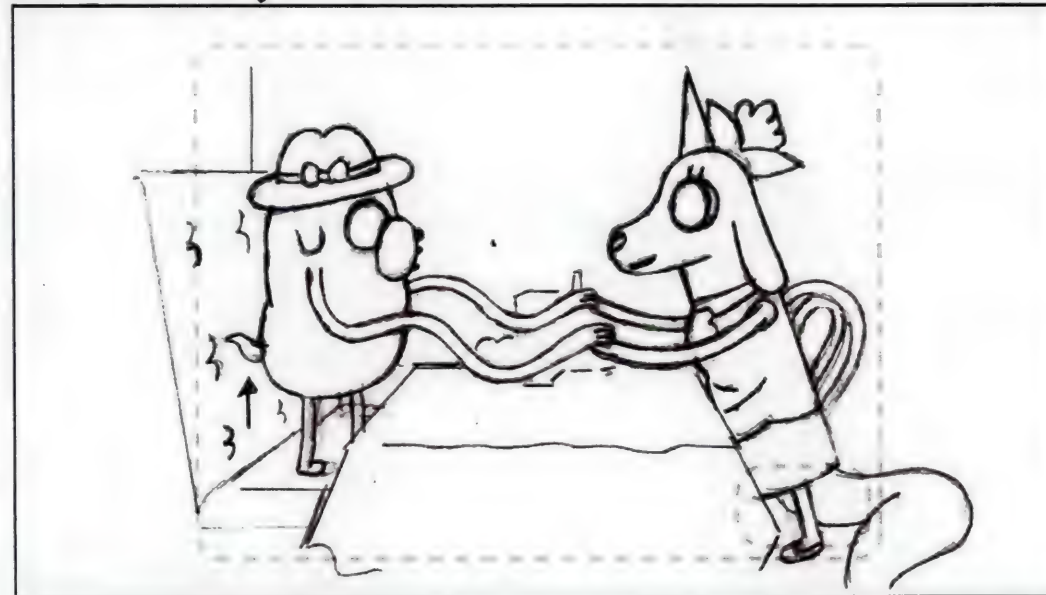
day night



Sc. 12 *CONT* Pnl. O

Bg.

day night



Dialog:
Jake: Hey!
Viola: Hey!

Jake: Hi Viola.
Viola: Hi Dad.

Action: Viola enters. Jake and Viola greet each other.

Jake and Viola clasp hands, and shake their hands / arms affectionately.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

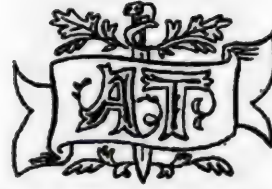
1034/223

1034/223

1034/223

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ADVENTURE TIME



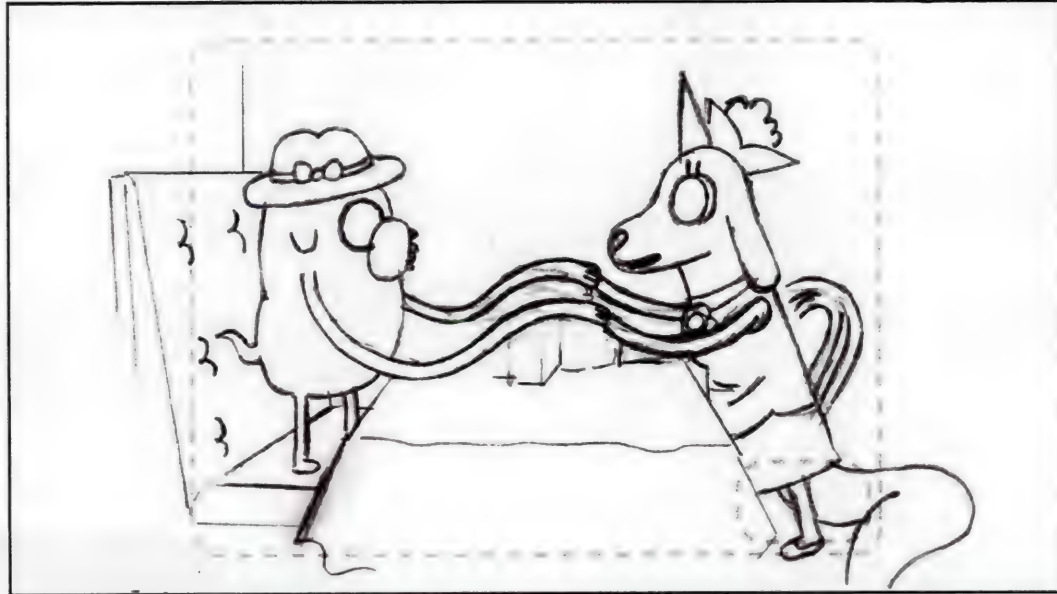
Page 34

Sc. 12 *CONT*

Pnl. P

Bg.

day night

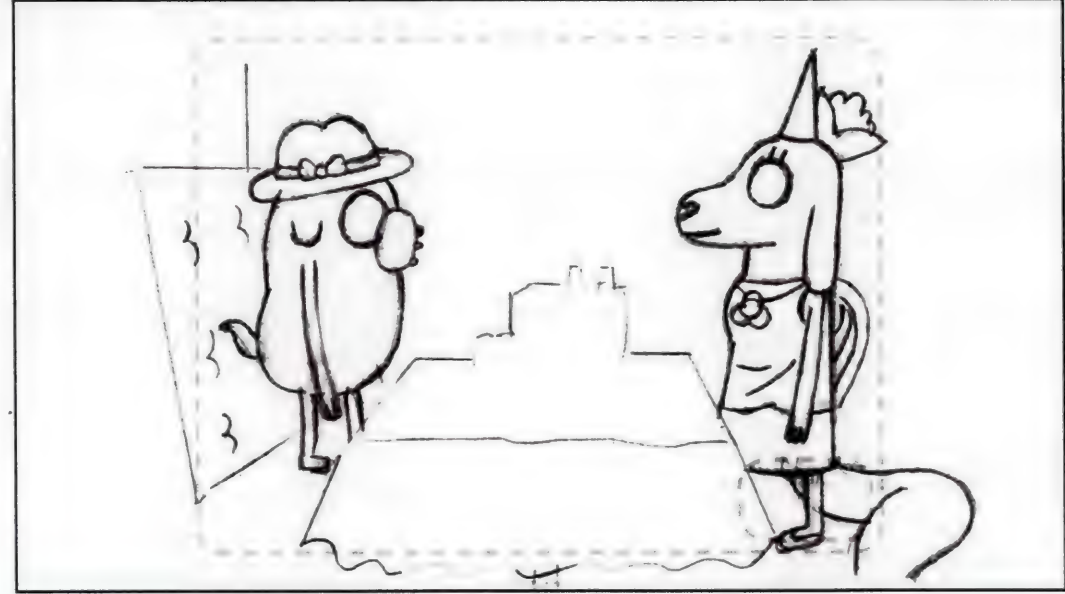


Sc. 12 *CONT*

Pnl. Q

Bg.

day night



Dialog:

Jake: How's my --

Action:

JUN 09 2015

Timing:

1034-223

EPISODE #

Production :

1034/223

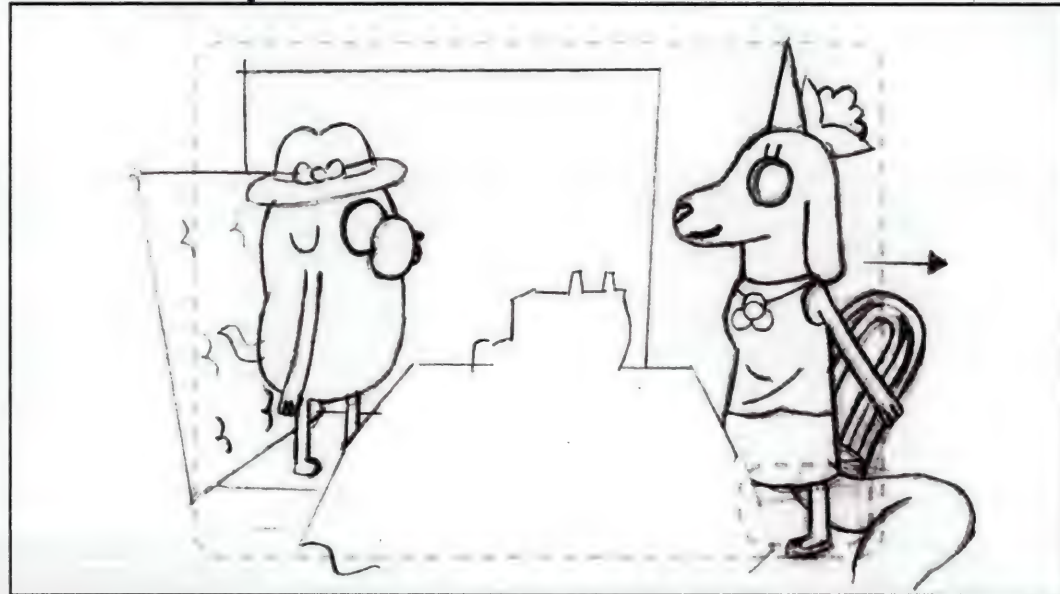
1034/223

ADVENTURE TIME



Page 35

Sc. 12 *CONT* Pnl. R Bg. day night



Sc. 12 *CONT* Pnl. S Bg. day night



Dialog:
Jake: -- big shot actress daughter?

Action: Viola pushes back chair.

Viola sits down / Jake sits down.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

1034/223

1034/223

ADVENTURE TIME



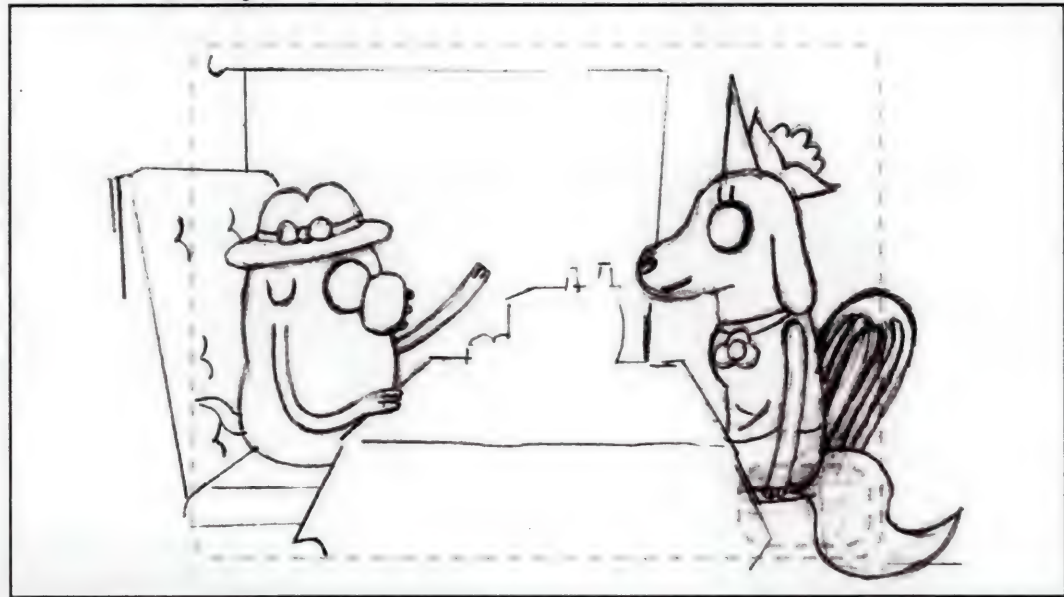
Page 36

Sc. 12 *CONT*

Pnl. T

Bg.

day night

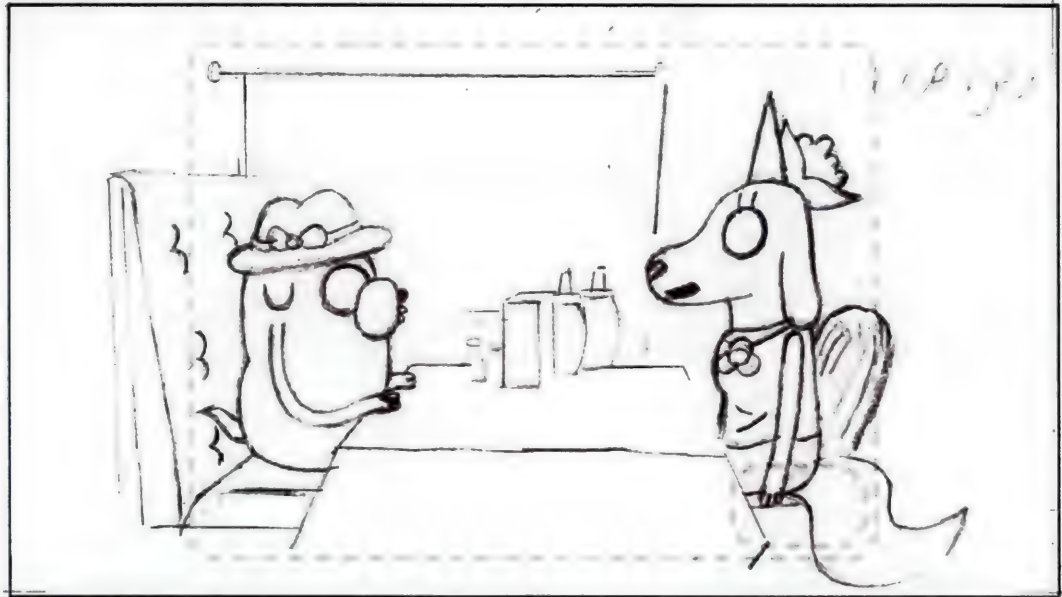


Sc. 12 *CONT*

Pnl. U

Bg.

day night



Dialog: Jake: Did you get that part you wanted?



Viola: Oh -- yeah -- the part! ...

Action: Viola pulls chair to table. Jake gestures to Viola.

(Viola settles)

JUN 09 2015

Timing:

1034-223

EPISODE #

1034/223

Production :

1034/223

1034/223

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ADVENTURE TIME



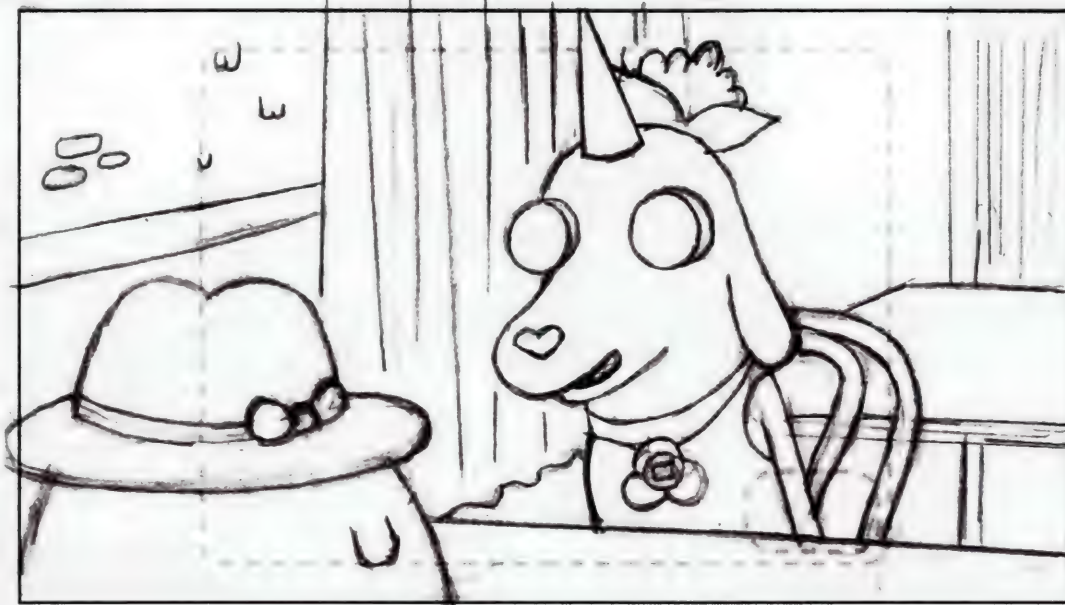
Page 37

Sc. 13

Pnl. A

Bg.

day night



Sc. 13 *CONT*

Pnl. B

Bg.

day night



Dialog:

Viola: Sure I got the part.

Action:

Viola speaks enthusiastically about her audition.

She lies a bit -- she says she is a successful actress.

JUN 09 2015

Timing:

1034-223

EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME



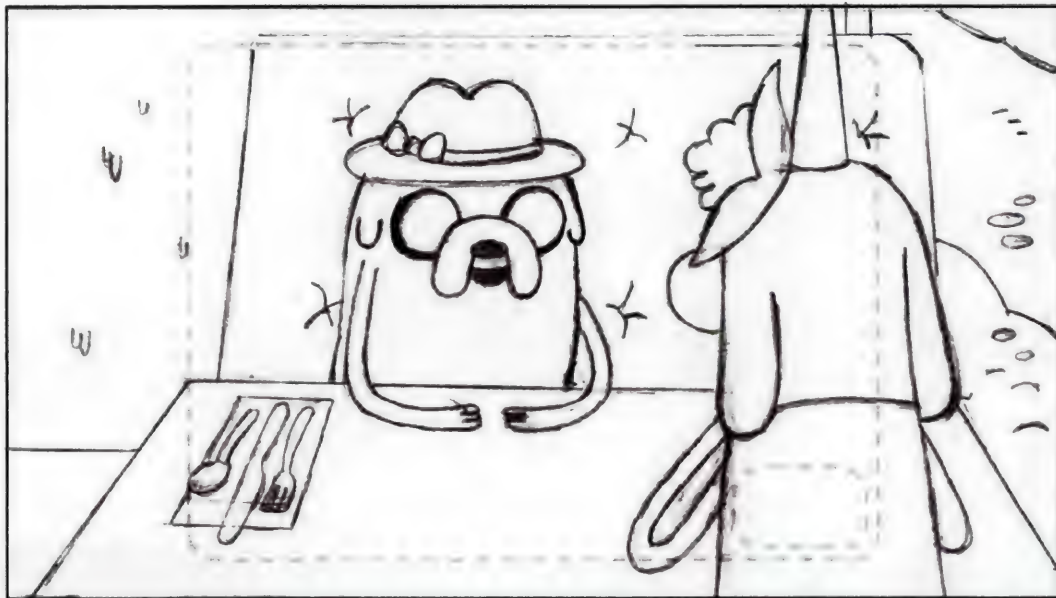
Page 38

Sc. 14

Pnl. A

Bg.

day night

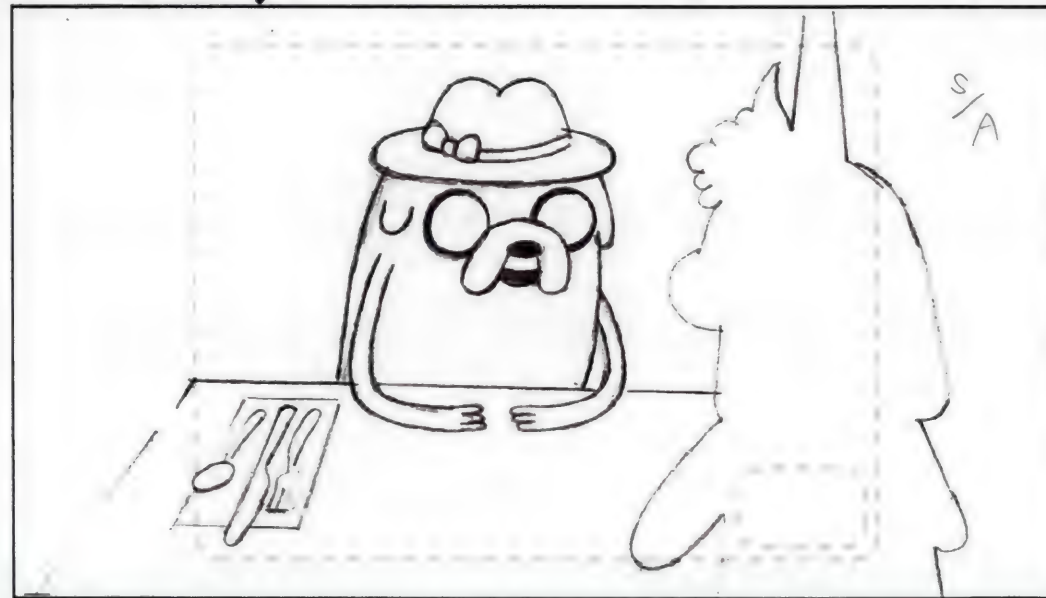


Sc. 14 *CONT*

Pnl. B

Bg.

day night



Dialog: Jake: WELL I THINK --

Jake: -- that's great.

Action: Jake is happy to hear about Viola's audition.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

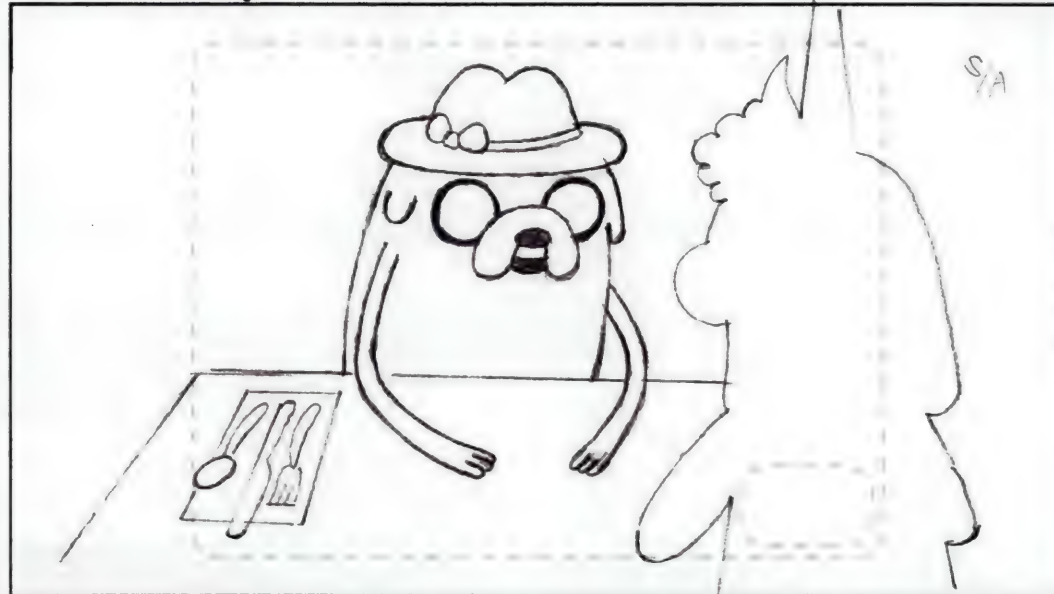
1034/223

ADVENTURE TIME

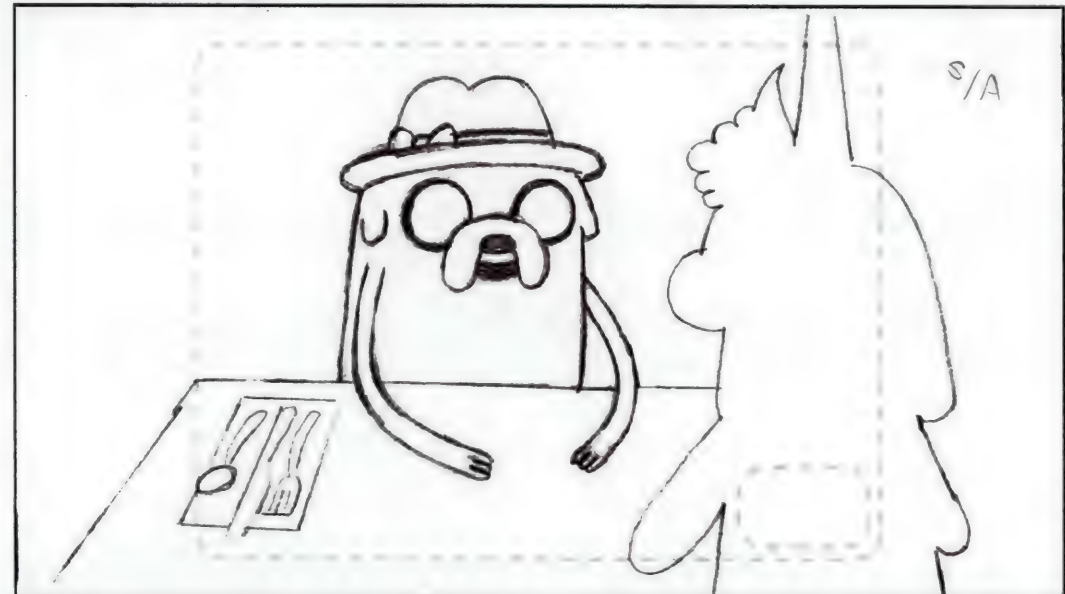


Page 39

Sc. 14 *CONT* Pnl. C Bg. day night



Sc. 14 *CONT* Pnl. D Bg. day night



Dialog: Jake: Just great.

Jake: Seriously that's so -

Action:

JUN 09 2015

Timing:

EPISODE # 1034-223

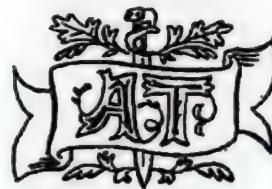
Production :

1034/223

1034/223

1034/223

ADVENTURE TIME



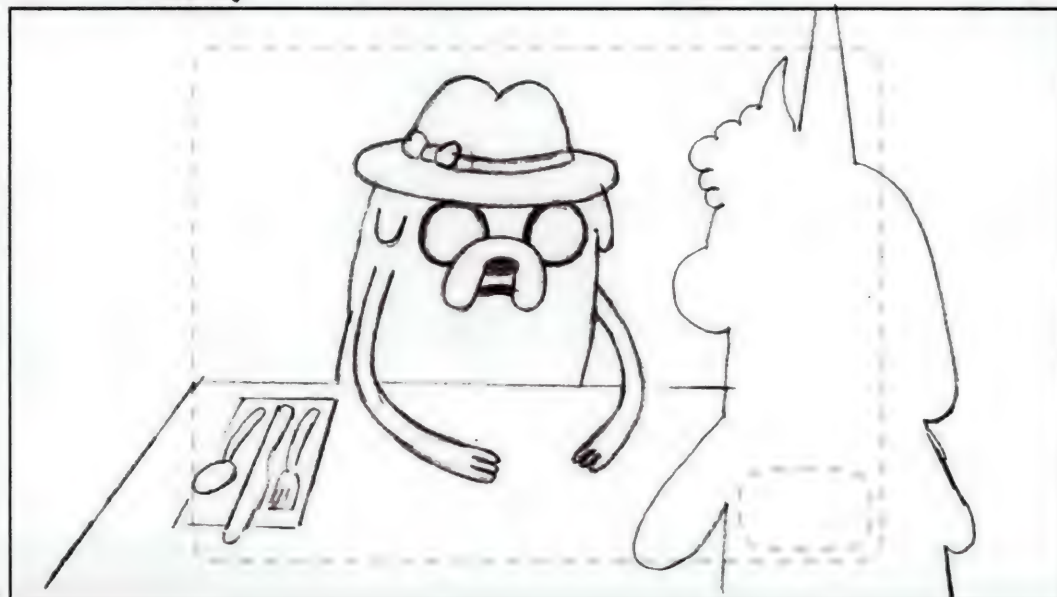
Page 40

Sc. 14 *CONT*

Pnl. E

Bg.

day night

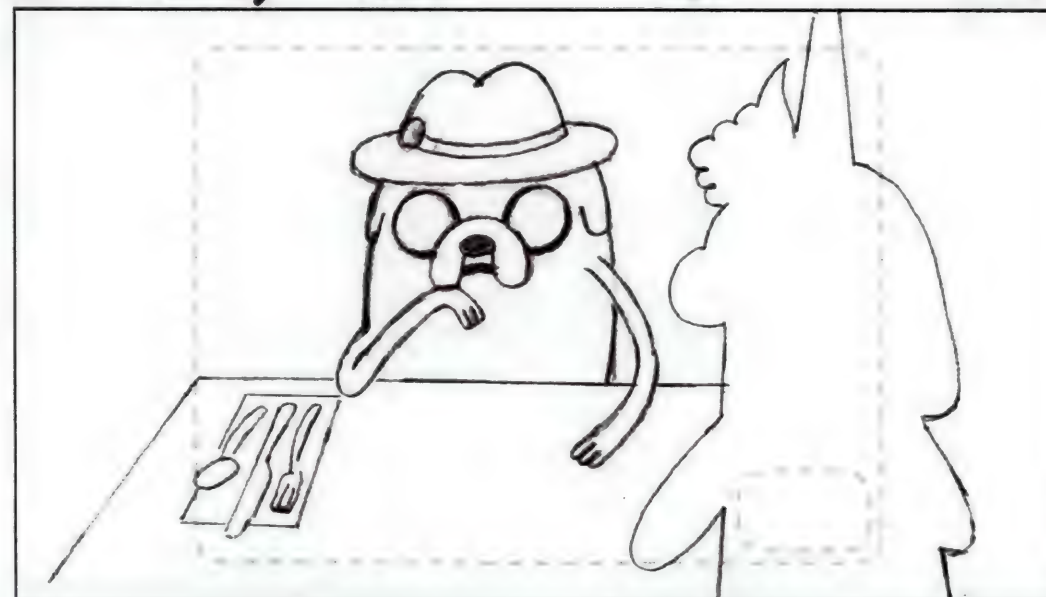


Sc. 14 *CONT*

Pnl. F

Bg.

day night



Dialog: Jake: -- good to hear.

Jake: Sometimes, I wonder if maybe I--

Action: Now Jake has a nagging doubt about himself.

JUN 09 2015

Timing:

EPISODE # 1034-223

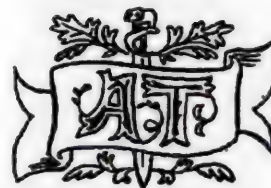
Production :

1034/223

1034/223

1034/223

ADVENTURE TIME



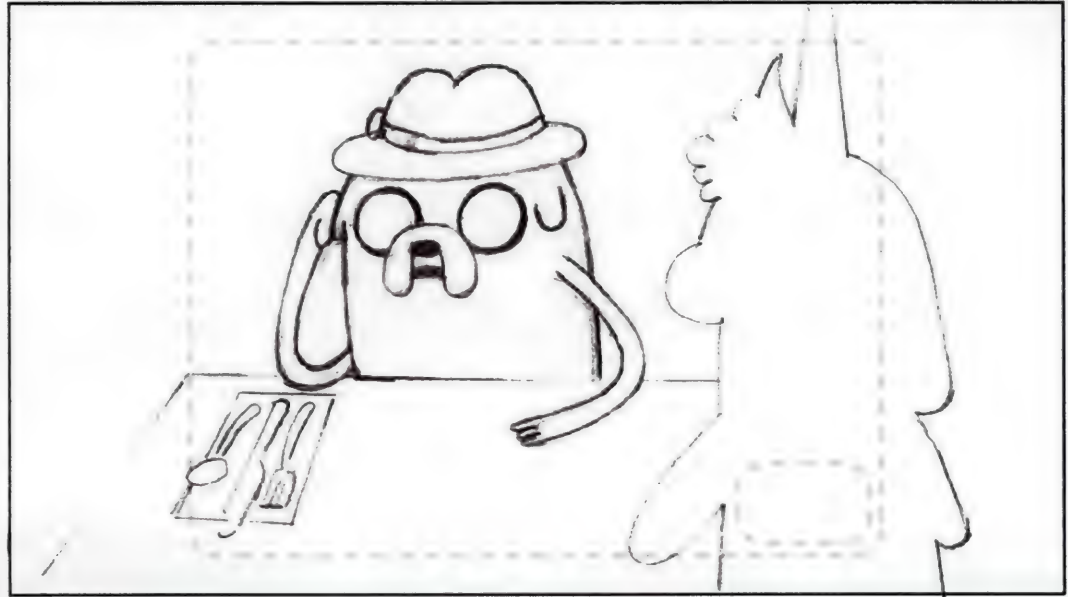
Page 41

Sc. 14 *CONT*

Pnl. G

Bg.

day night

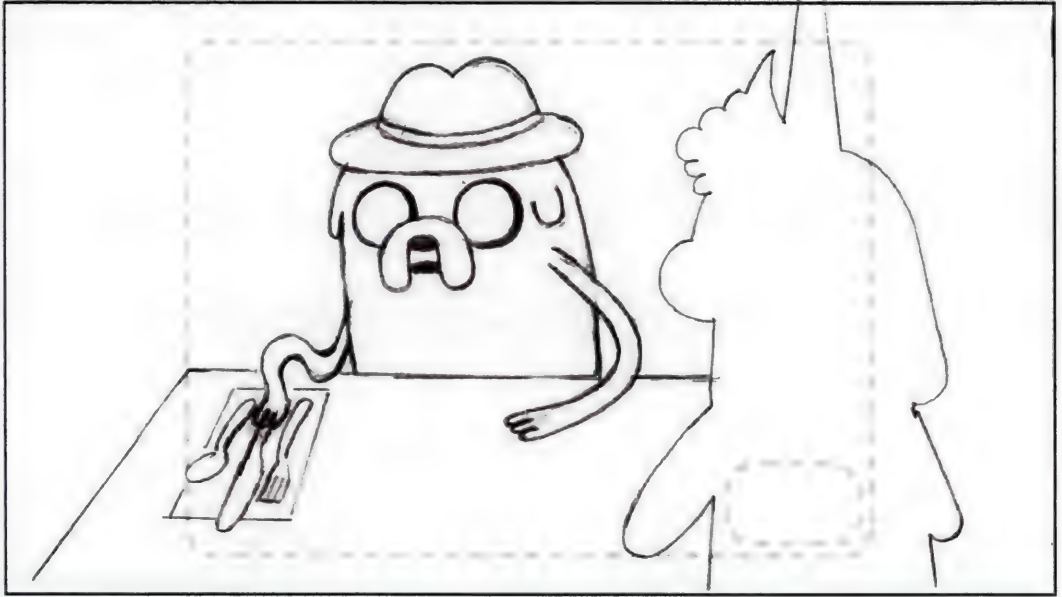


Sc. 14 *CONT*

Pnl. H

Bg.

day night



Dialog:	Jake: --haven't been the best dad.
Action:	Absent-mindedly, Jake reaches for dinner knife, as he talks.
Timing:	JUN 09 2015

1034/223

1034-223

EPISODE #

1034/223

Production :

1034/223

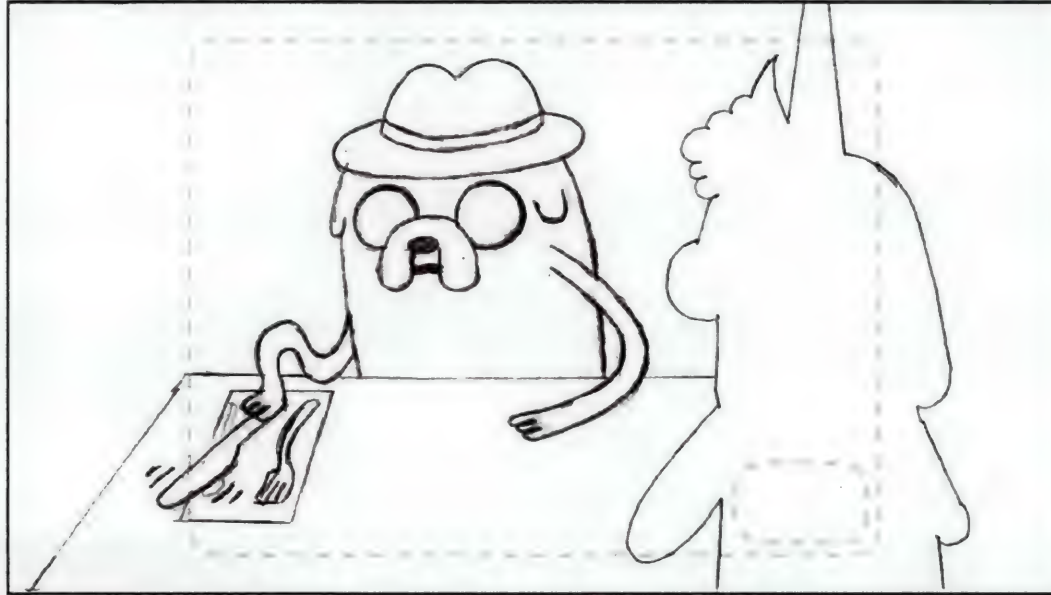
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ADVENTURE TIME

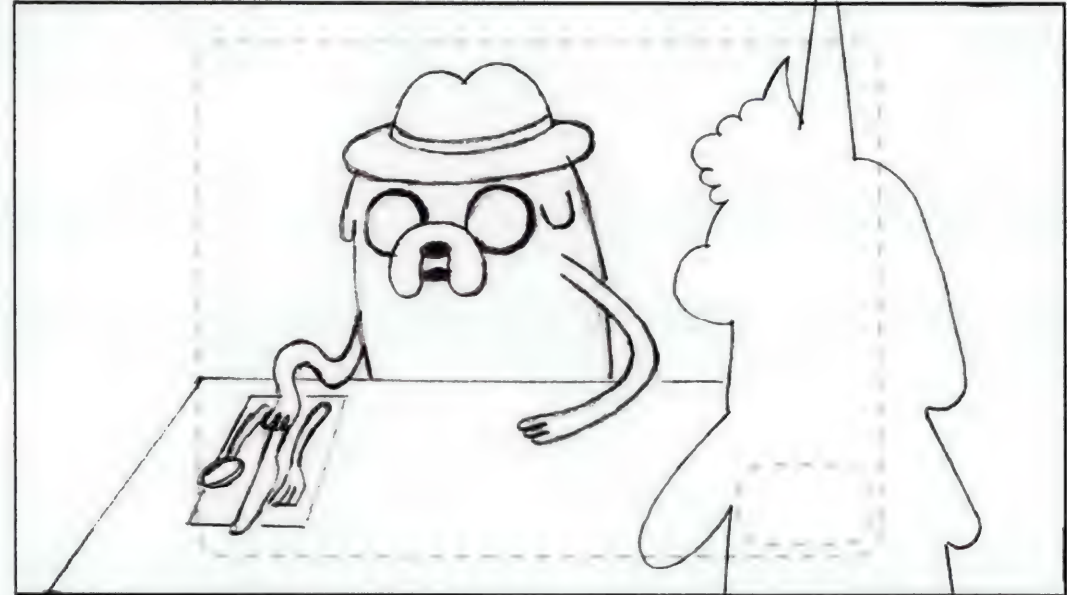


Page 42

Sc. 14 *CONT* Pnl. I Bg. day night



Sc. 14 *CONT* Pnl. J Bg. day night



Dialog:



Action:

Jake toys with dinner knife, as he talks.

JUN 09 2015

Timing:

1034-223

EPISODE #

1034/223

Production :

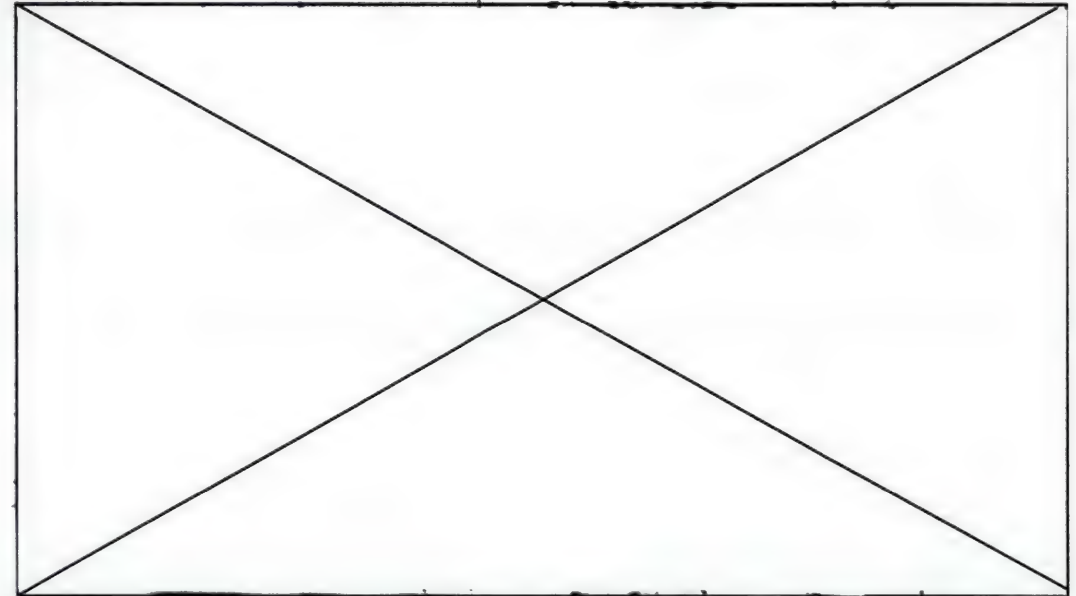
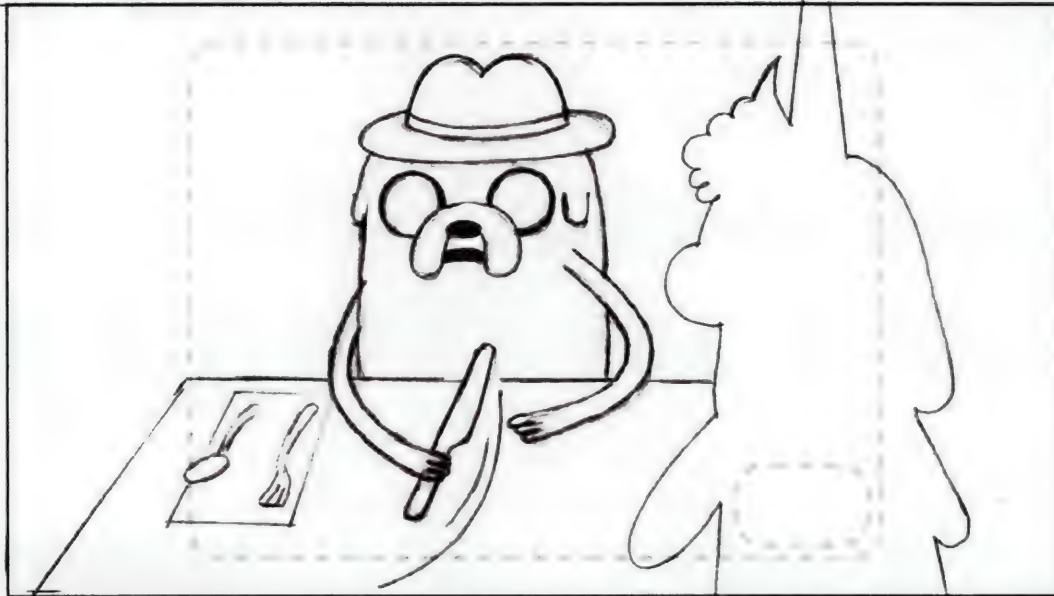
1034/223

ADVENTURE TIME



Page 43

Sc. 14 *CONT* Pnl. K Bg. day night Sc. OUT Pnl. Bg. day night



<p>Dialog: <u>Jake:</u> -- I blew it.</p>	
<p>Action: - Absent-mindedly, Jake turns knife on himself. (He feels sub-conscious guilt about not being a good enough dad.)</p>	<p>On Viola, a bit worried about Jake.</p>
<p>Timing:</p>	
<p style="text-align: right;">JUN 09 2015</p>	

1034-223

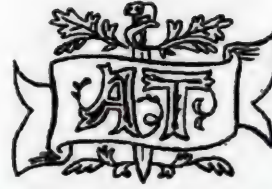
EPISODE #

1034/223

Production :

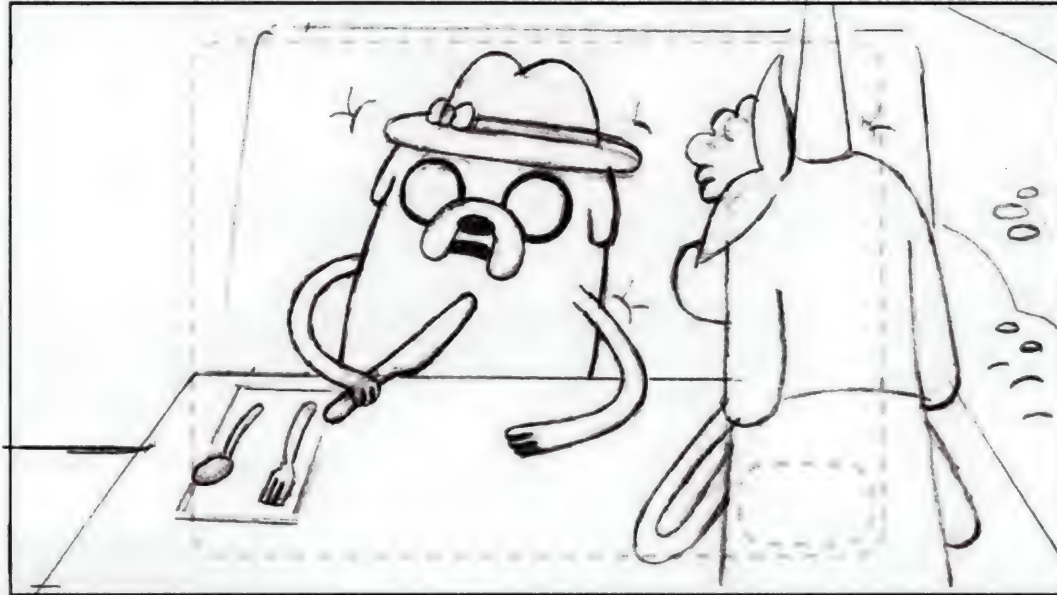
1034/223

ADVENTURE TIME

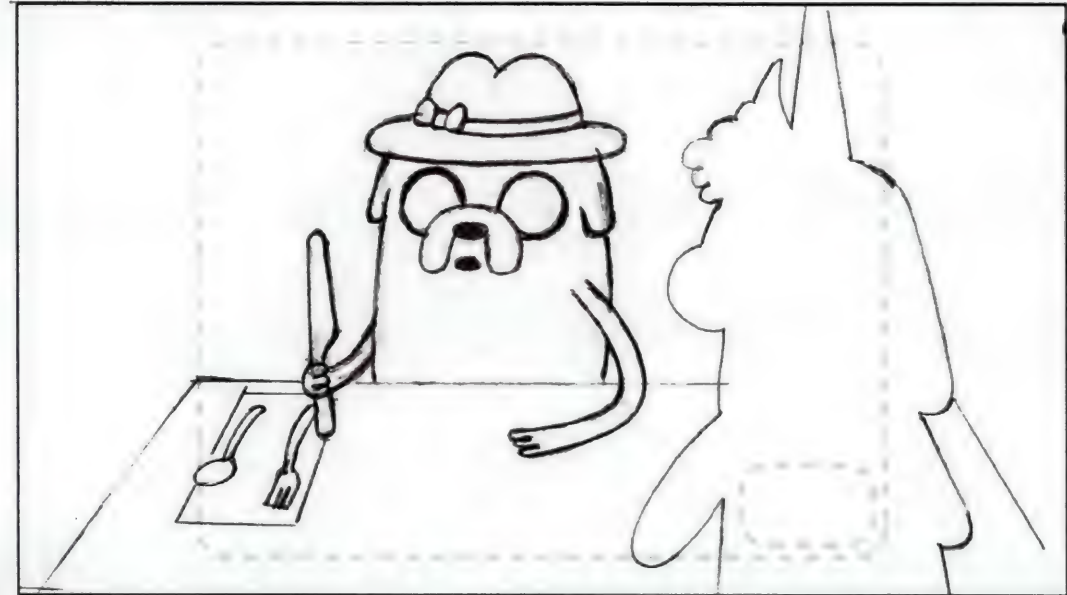


Page 44

Sc. 14 *CONT* Pnl. L Bg. day night



Sc. 14 *CONT* Pnl. M Bg. day night



Dialog:

Jake: But--

Action: Cut back to Jake, revealing him in a kind of trance (overcome by guilt).

- Jake snaps out of trance-like state.
- JAKE BOBS BUTTERKNIFE.

JUN 09 2015

Timing:

1034-223

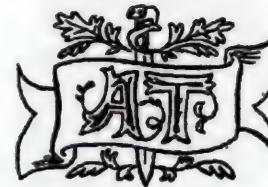
EPISODE #

1034/223

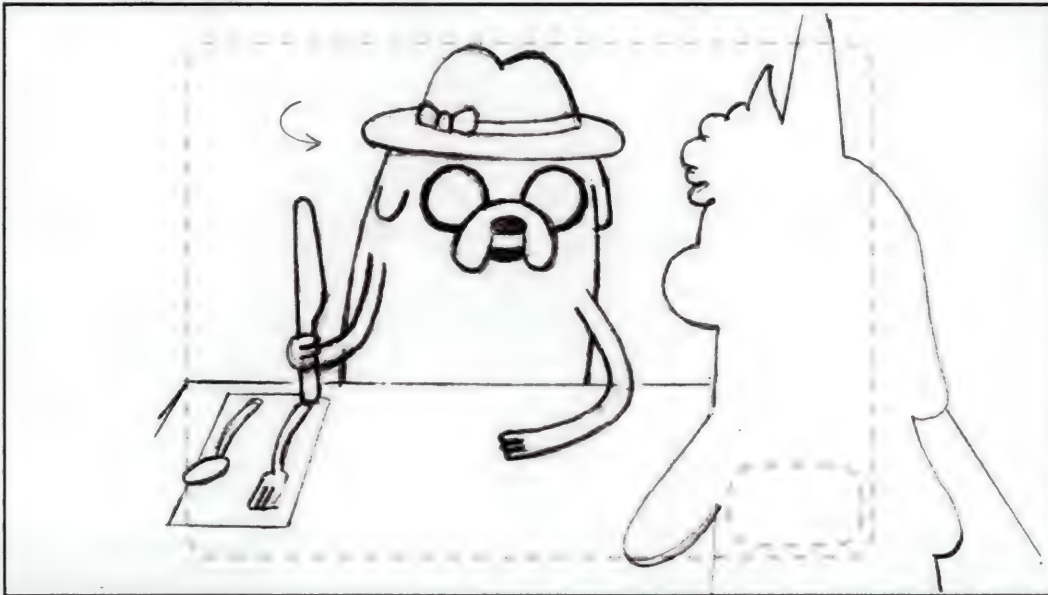
Production :

1034/223

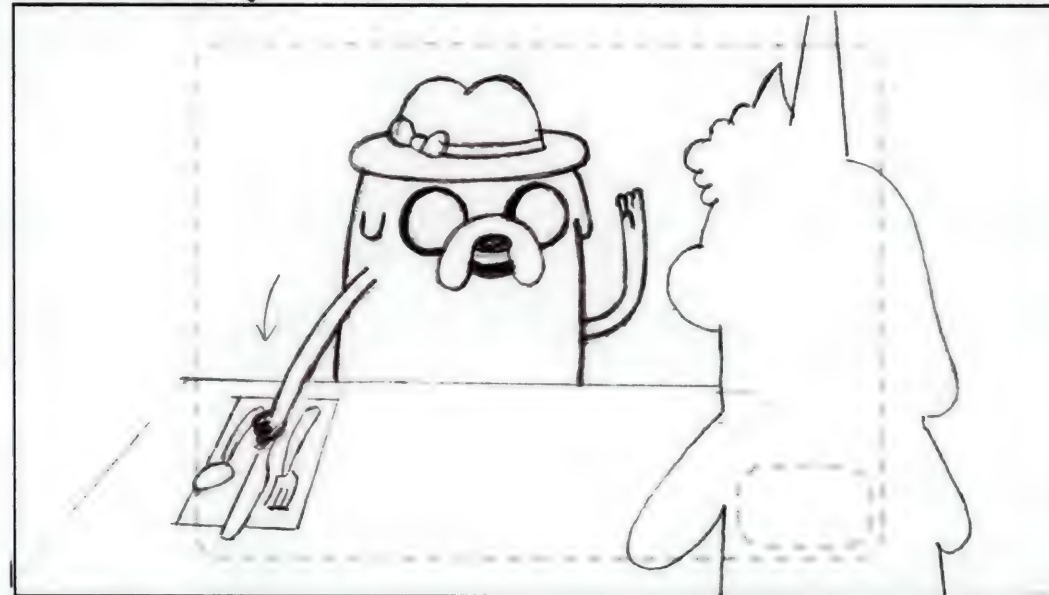
ADVENTURE TIME



Sc. 14 *CONT* Pnl. N Bg. day night



Sc. 14 *CONT* Pnl. O Bg. day night



Dialog:	<u>Jake:</u> you getting that part ...	<u>Jake:</u> ... that makes my entire life seem worthwhile!
Action:	Jake cheers up, thinking about Viola's success as an actress.	- J. PUTS DOWN BUTTERKNIFE.
Timing:	JUN 09 2015	

1034-223

EPISODE #

1034/223

Production :

1034/223

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1034/223

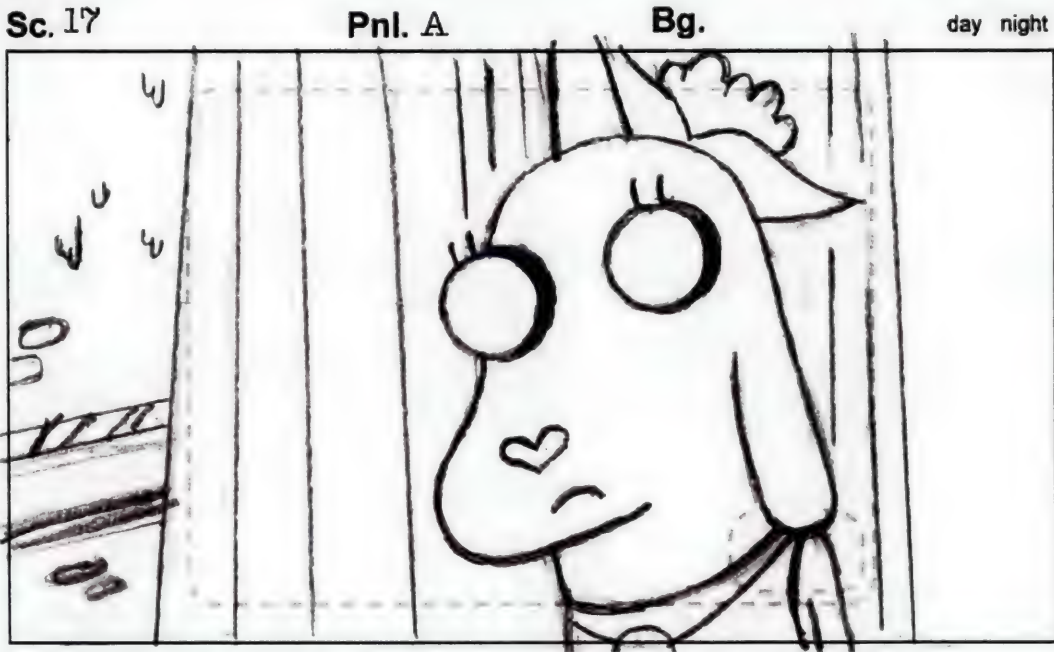
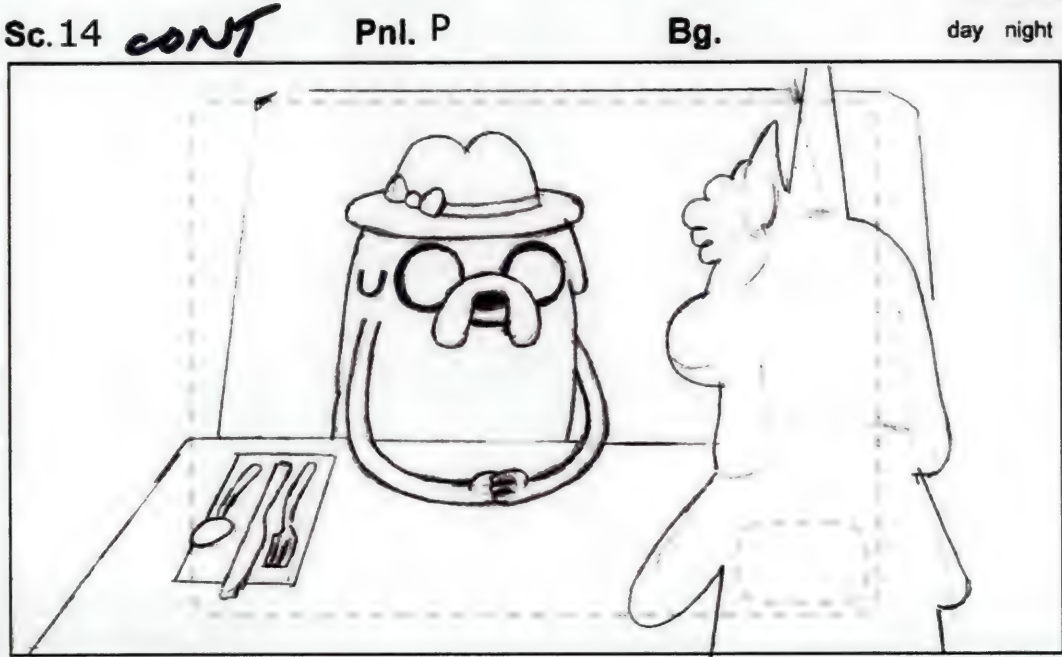
1034/223

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ADVENTURE TIME



No Scs. 15-16



Dialog:	
Action:	Settle Jake, contented and happy.
	On Viola, worried about Jake's fragile mental health.
Timing:	JUN 09 2015

1034-223

EPISODE #

Production :

1034/223

1034/223

ADVENTURE TIME



Page 47

Sc. 17 <i>CONT</i>	Pnl. B	Bg.	day night	Sc. OUT	Pnl.	Bg.	day night

Dialog: Viola: Hmm.

Action: - Viola decides to continue her white lie (of being a successful actress) so Jake will feel good.

JUN 09 2015

Timing:

1034-223

EPISODE #

1034/223

Production :

1034/223

1034/223

ADVENTURE TIME



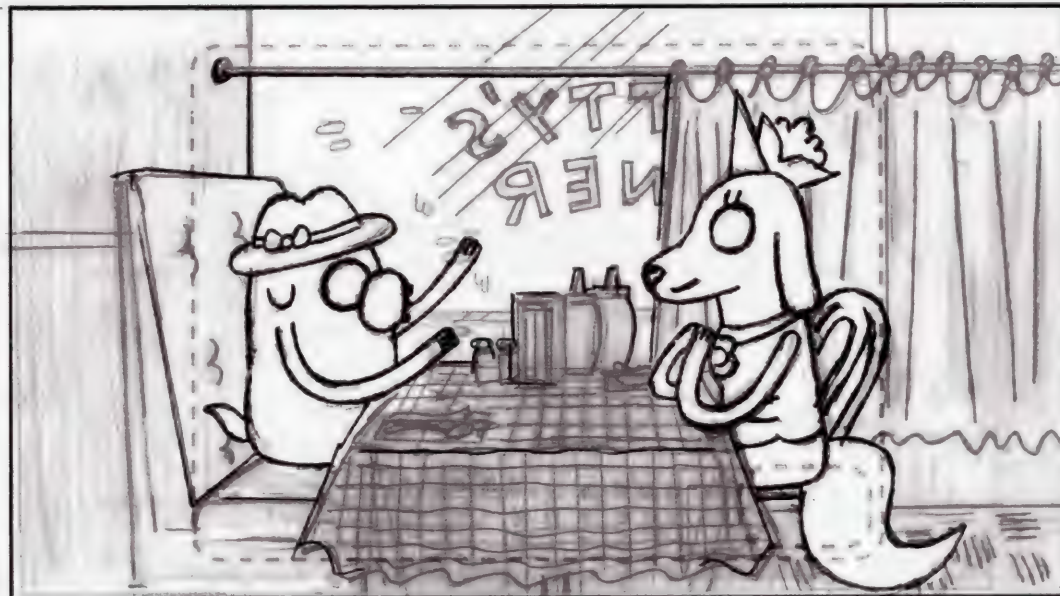
Page 48

Sc. 18

Pnl. A

Bg.

day night



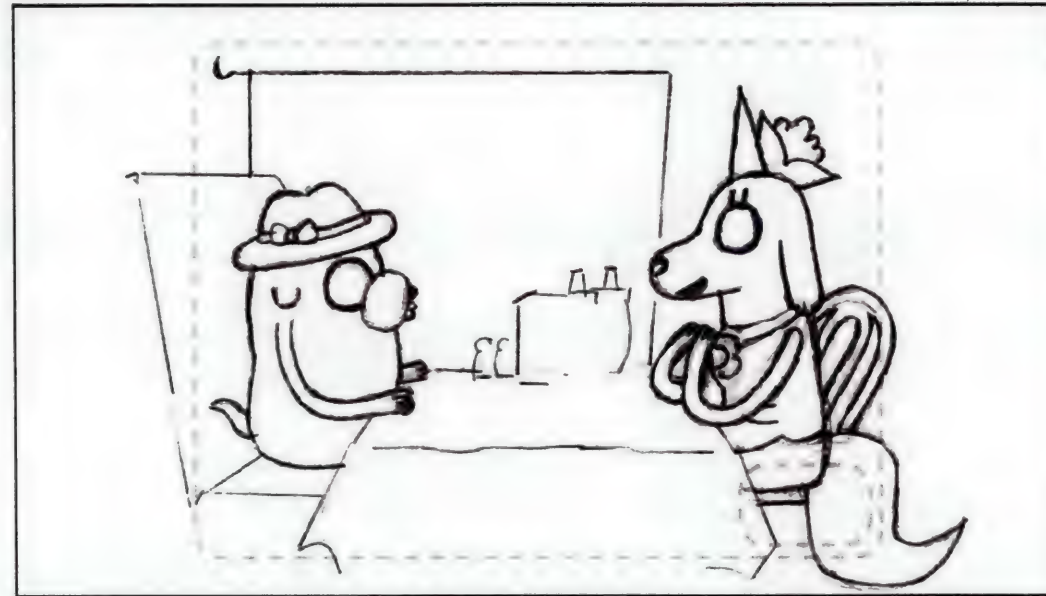
Sc. 18

CONT

Pnl. B

Bg.

day night



Dialog:

Jake: You're great, kid!

Viola: Aww -- you're great, Dad.

SFX: Brrrrr. [Cell phone]

Action:

Jake gestures enthusiastically, proud of Viola.

Timing:

JUN 09 2011

1034-223

EPISODE #

1034/223

Production :

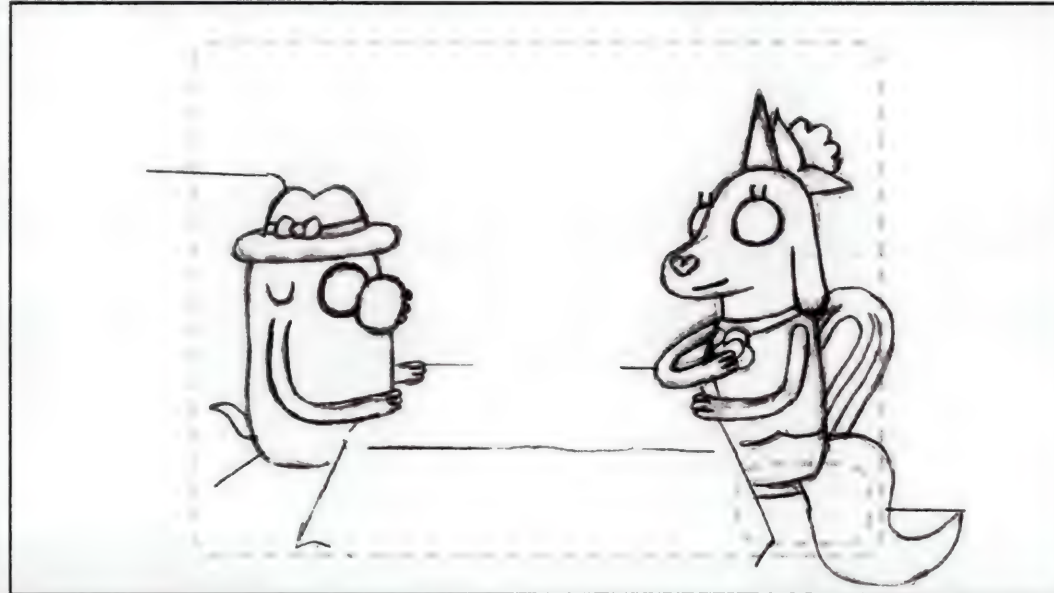
1034/223

ADVENTURE TIME

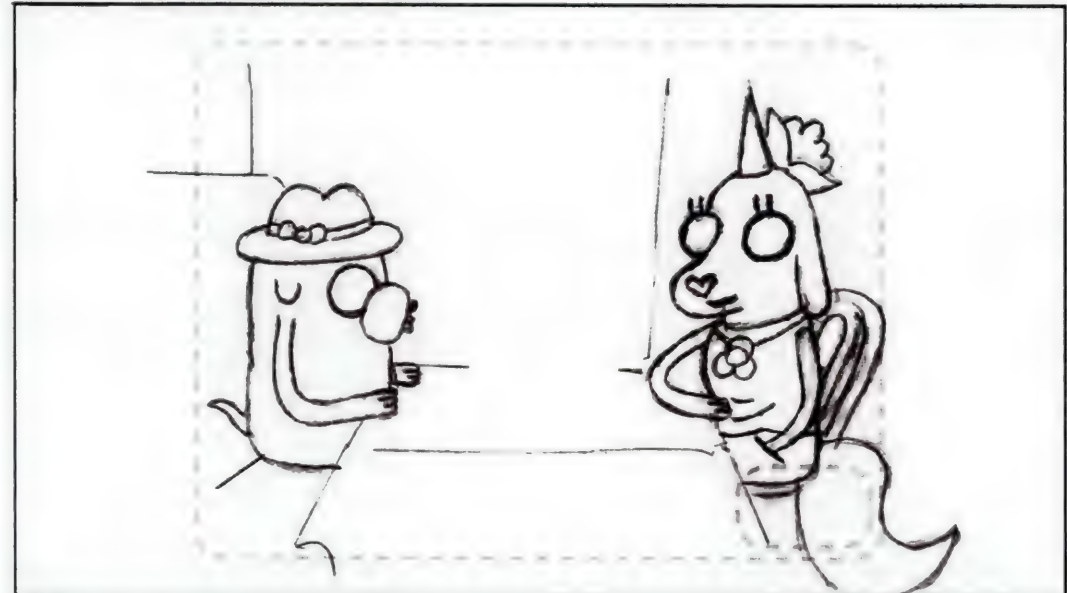


Page 49

Sc. 18 *CONT* Pnl. C Bg. day night



Sc. 18 *CONT* Pnl. D Bg. day night



Dialog:

Action:

Viola reaches for her cell phone.

cont. Viola reaches for her cell phone.

(Maybe she has a hip pocket in her skirt.)

JUN 09 2015

Timing:

1034-223

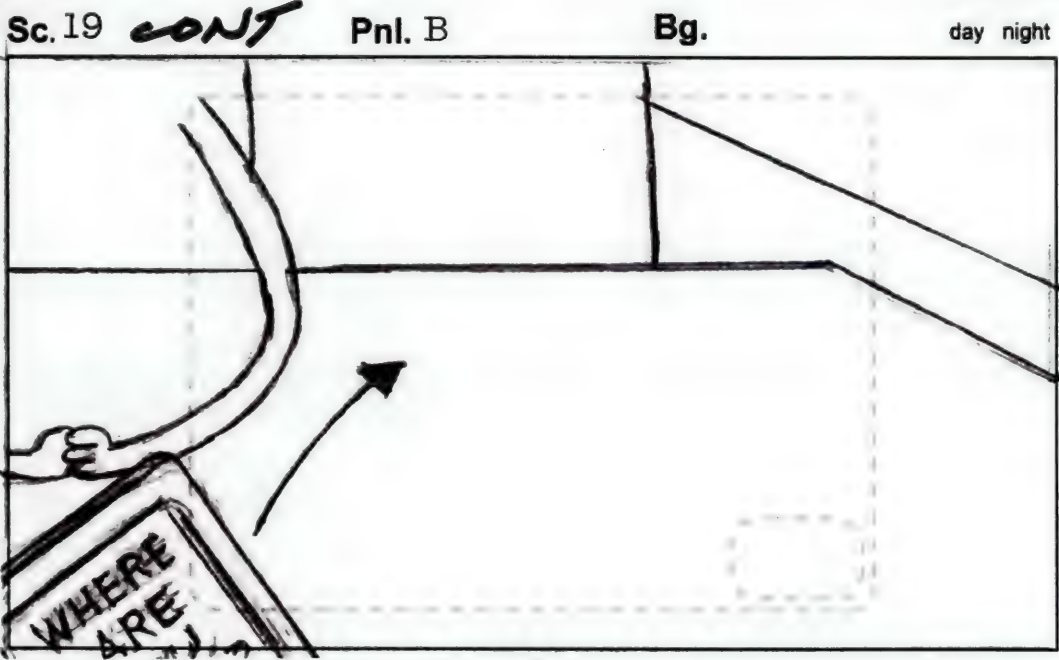
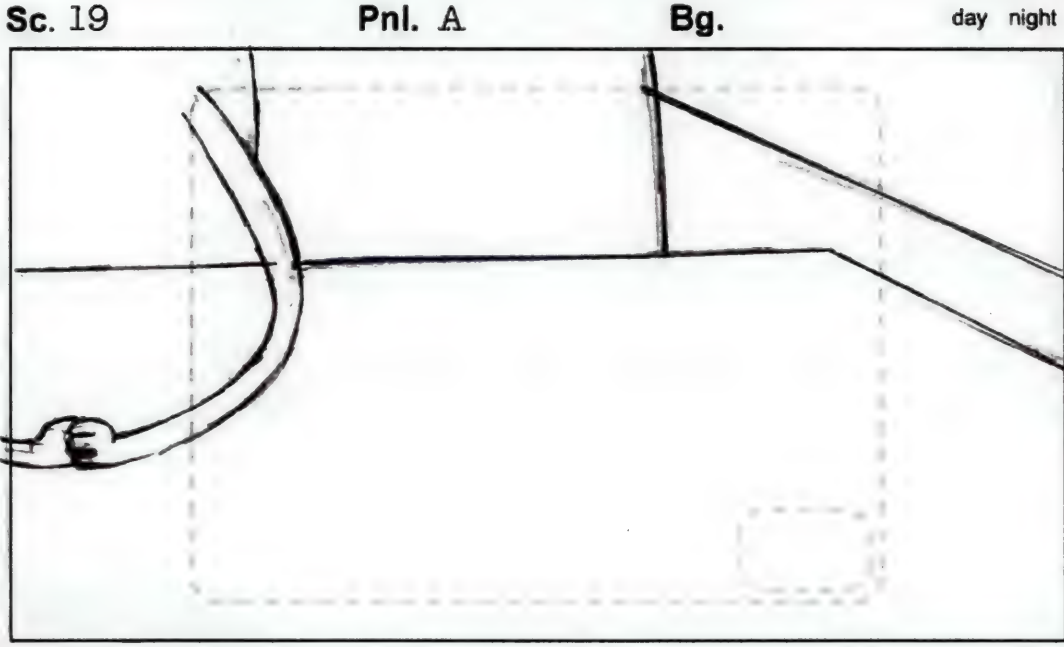
EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME



Dialog:	
Action:	Ont table top, Viola lifts cell phone into view.
Timing:	

JUN 09 2016

1034-223

EPISODE #

Production :

1034/223

1034/223

1034/223

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ADVENTURE TIME



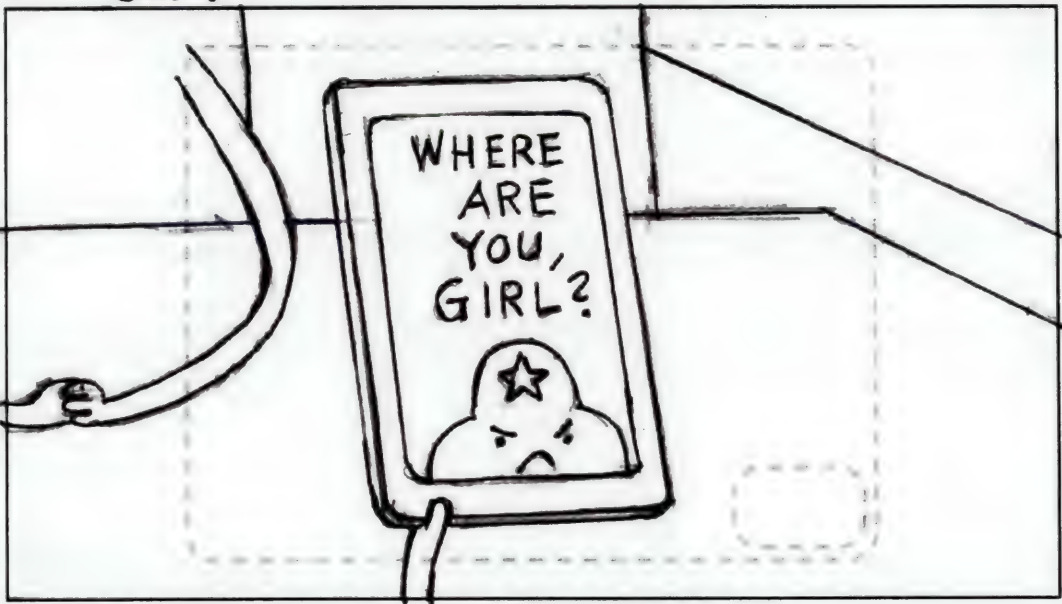
Page 51

Sc. 19 *CONT*

Pnl. C

Bg.

day night

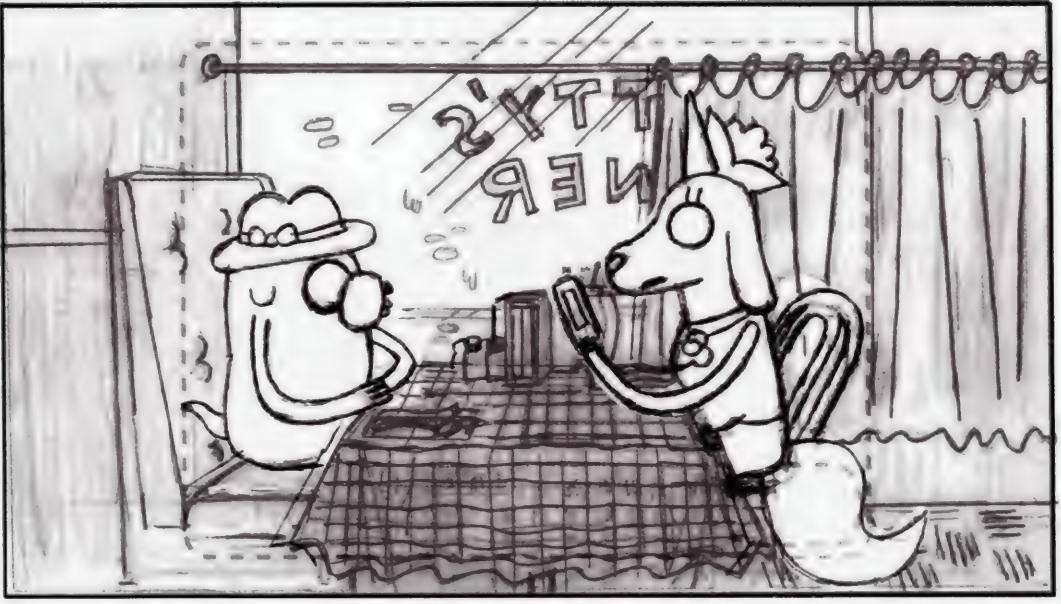


Sc. 20

Pnl. A

Bg.

day night



Dialog:	
VIOLA. DAD...	
Action:	Settle cell phone. (Showing text message from LSP.)
JUN 09 2015	
Timing:	

1034-223

EPISODE #

1034/223

Production :

1034/223

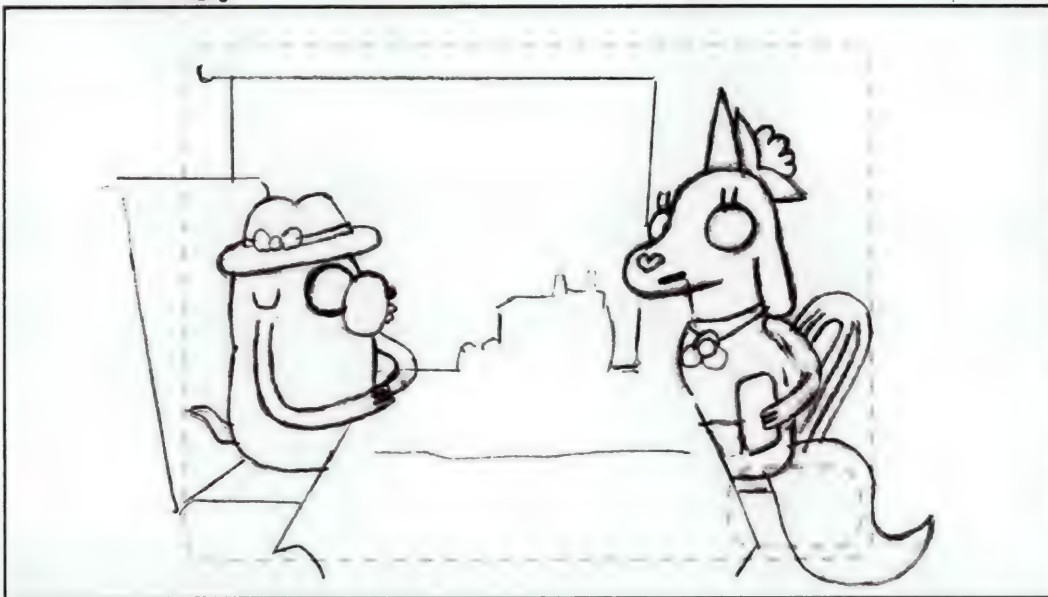
1034/223

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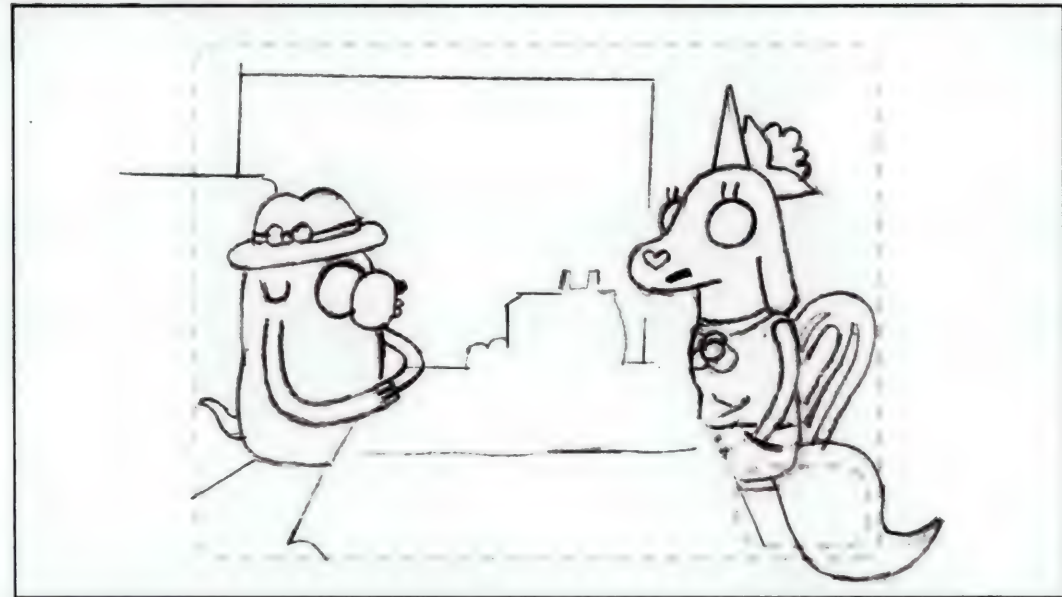
ADVENTURE TIME



Sc. 20 *CONT* Pnl. B Bg. day night



Sc. 20 *CONT* Pnl. C Bg. day night



Dialog: <u>Viola:</u> I have to -- <u>Viola:</u> -- go.	
Action: Viola puts cell phone back into her . . . skirt pocket? Or something.	JUN 09 2015
Timing:	

1034/223

1034-223
EPISODE #

1034/223

Production :

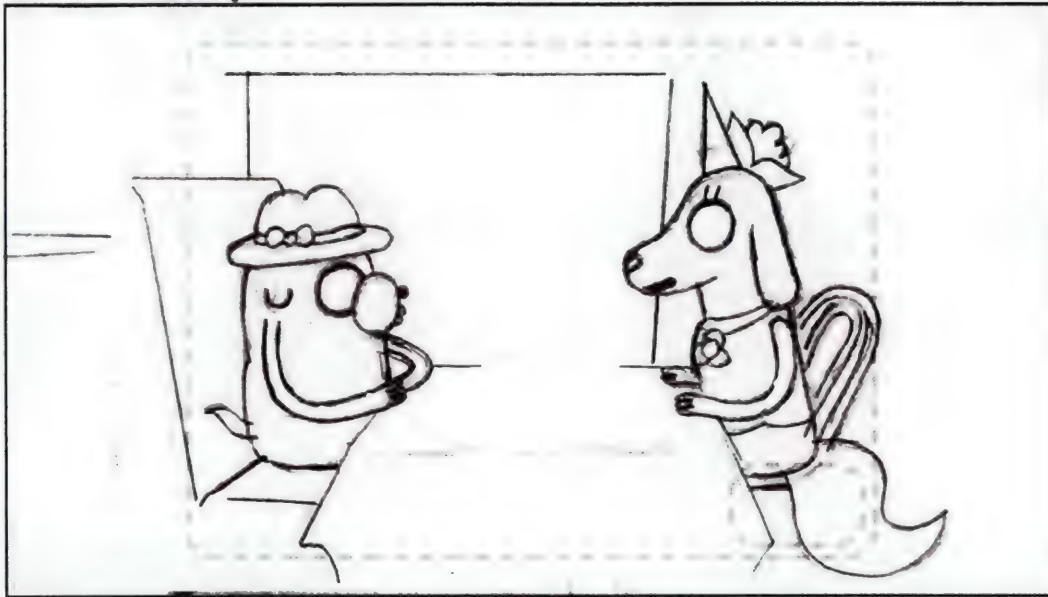
1034/223

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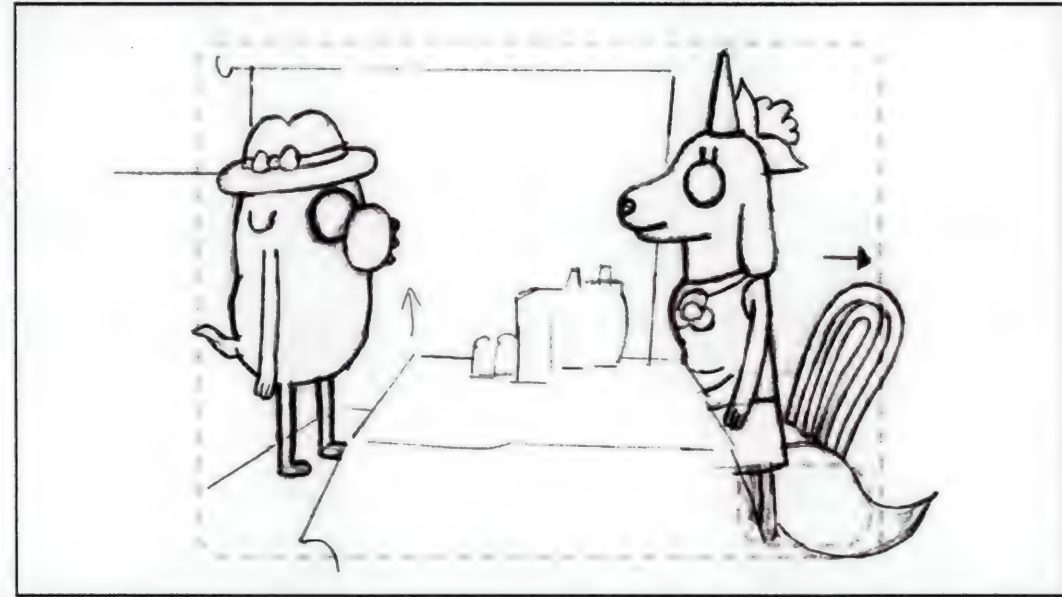
ADVENTURE TIME



Sc. 20 *CONT* Pnl. D Bg. day night



Sc. 20 *CONT* Pnl. E Bg. day night



<p>Dialog:</p> <p><u>Viola:</u> I have a rehearsal.</p>	<p>SFX: Scrunch. [chair on floor]</p> <p><u>Jake:</u> That's cool.</p>
<p>Action:</p> <p>Antic. Viola standing up.</p>	<p>Viola stands up / pushes chair back. Jake stands up too.</p> <p>JUN 09 2015</p>
<p>Timing:</p>	

1034-223

EPISODE #

1034/223

Production :

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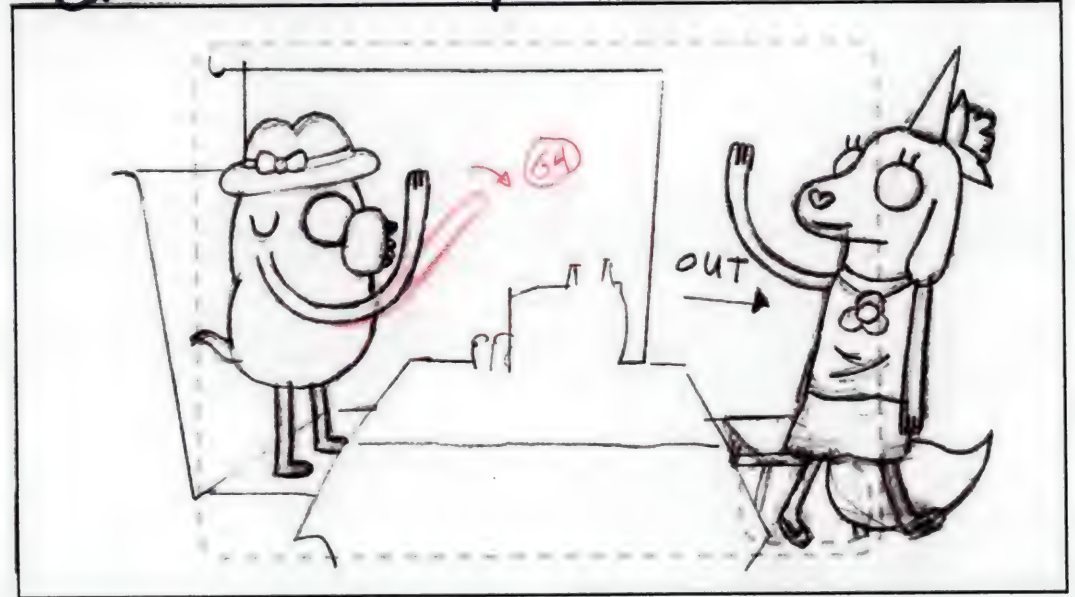
1034/223

1034/223



day night

day night



10341223

A cartoon illustration of a man in a hat and glasses handing a long object to a woman with a unicorn head. A speech bubble with the number 51 is above them, and the word JUN is to the right.

10341223

ADVENTURE TIME



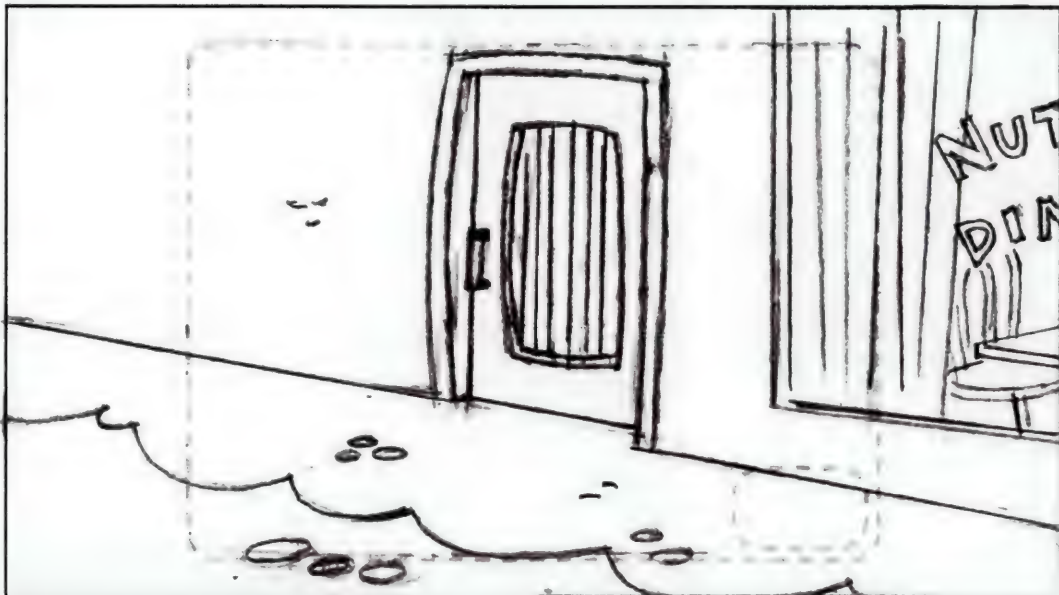
Page 55

Sc. 21

Pnl. A

Bg.

day night



Sc. 21 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

On exterior, door of restaurant.

Viola exits restaurant.

JUN 09 2016

Timing:

EPISODE # 1034-223

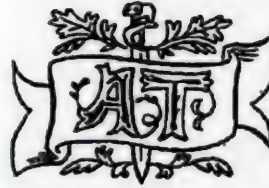
Production :

1034/223

1034/223

1034/223

ADVENTURE TIME



No Sc 22

Page 56
No PGS 51-59
day night

Sc. 21 *cont*

Pnl. C

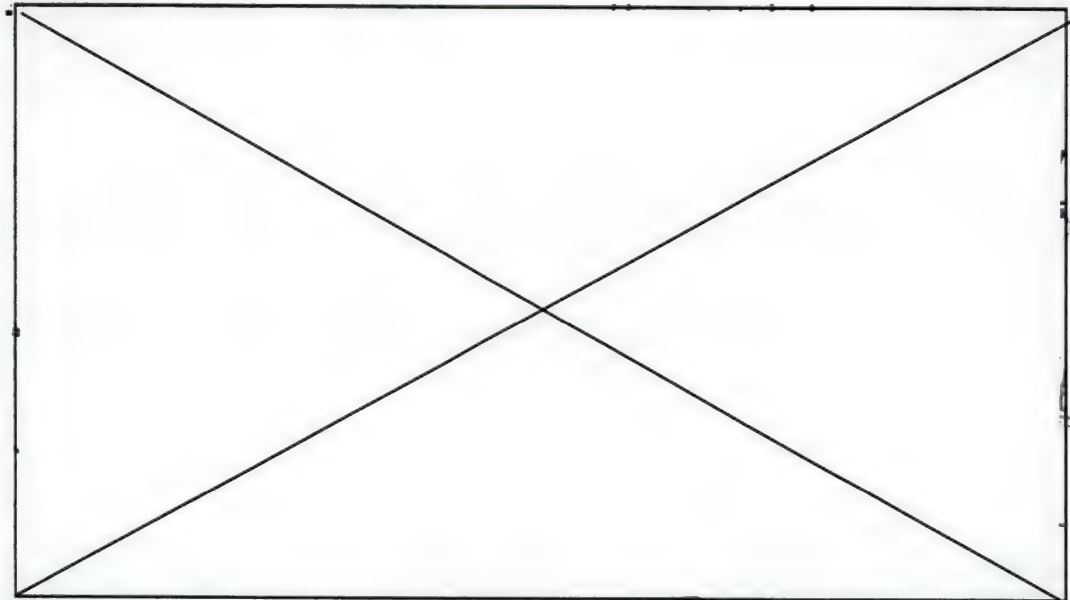
Bg.

day night

Sc. OUT

Pnl.

Bg.



Dialog:

VIOLA : [S I G H]

Action:

Viola pauses for a second, feeling guilty about lying (about being a successful actress).

JUN 09 2015

Timing:

1034-223

EPISODE #

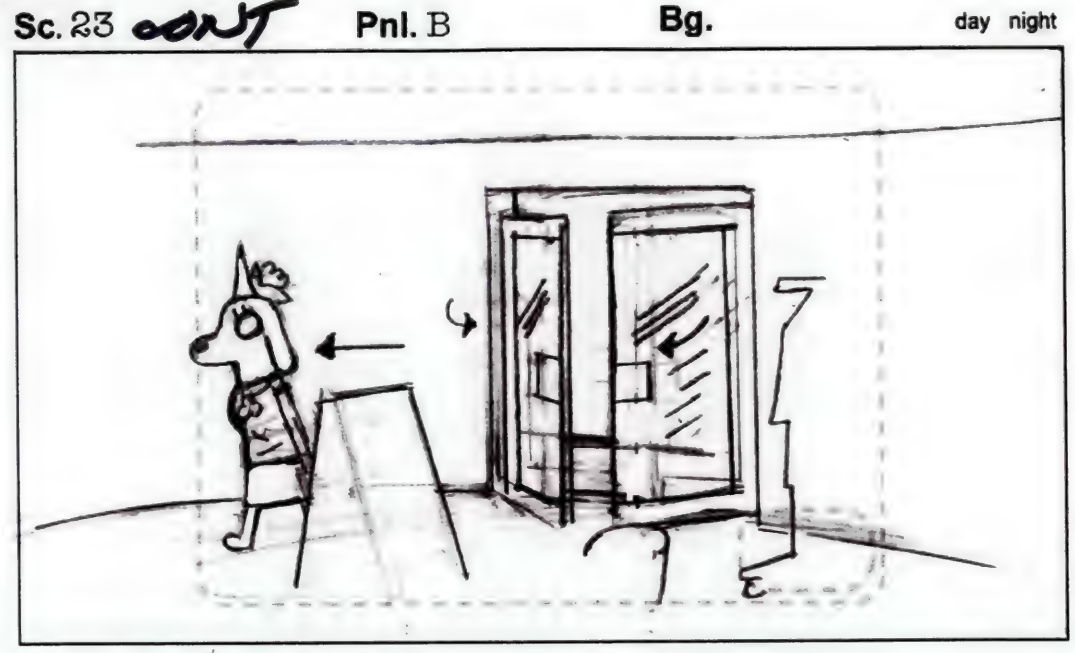
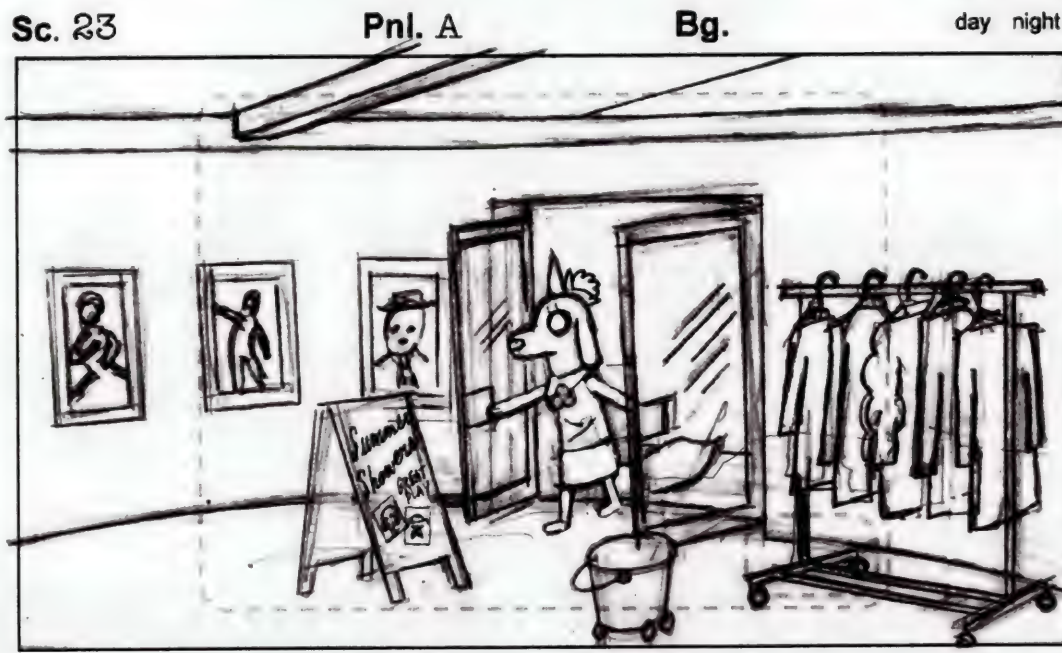
1034/223

Production :

ADVENTURE TIME



Page 60



Dialog:	Tree Trunks (O/S): I do hope that Nigel --	TT (O/S): -- had no trouble at --
Action:	Viola enters the lobby of the playhouse.	
Timing:	<div>SP</div> <div>AI</div>	

JUN 09 2015

1034/223

1034-223

EPISODE #

1034/223

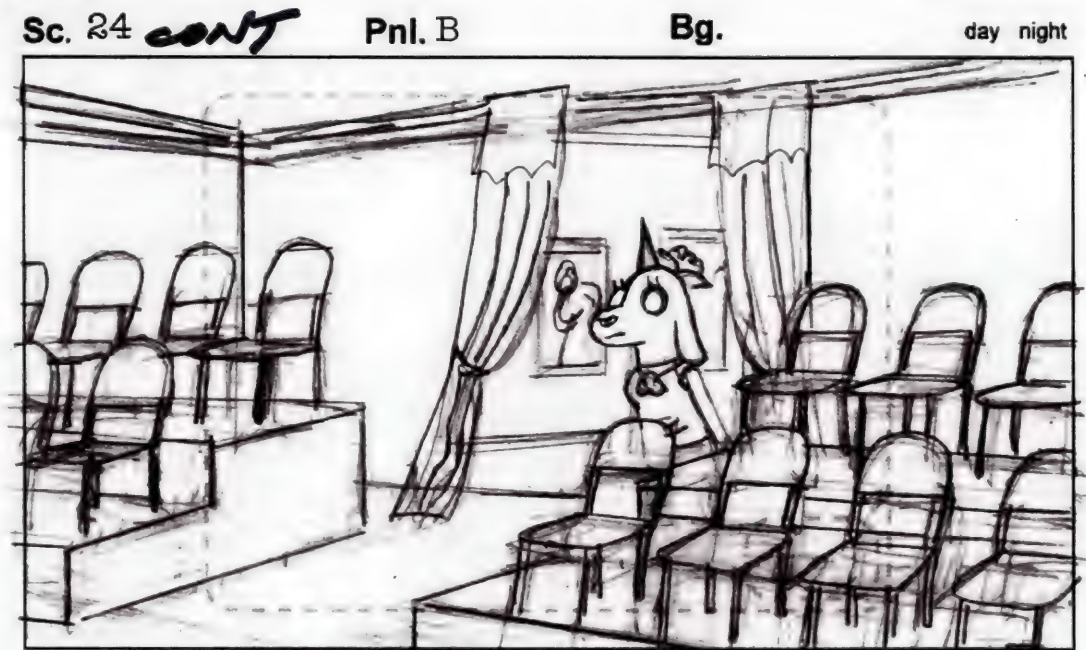
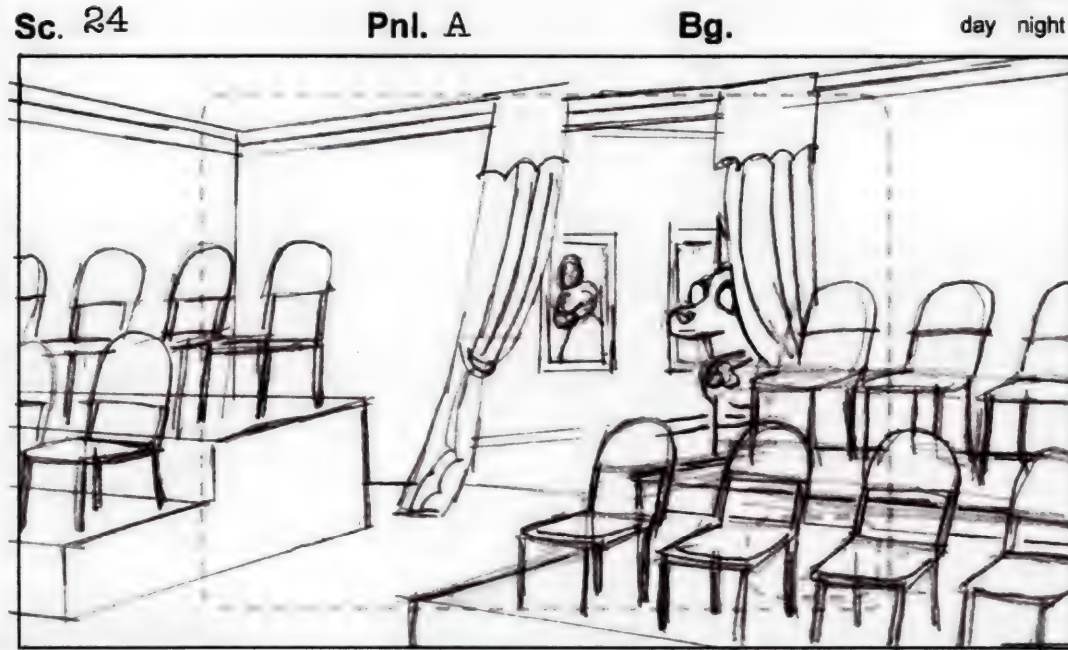
Production :

1034/223

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ADVENTURE TIME



1034-223

EPISODE #

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Production :

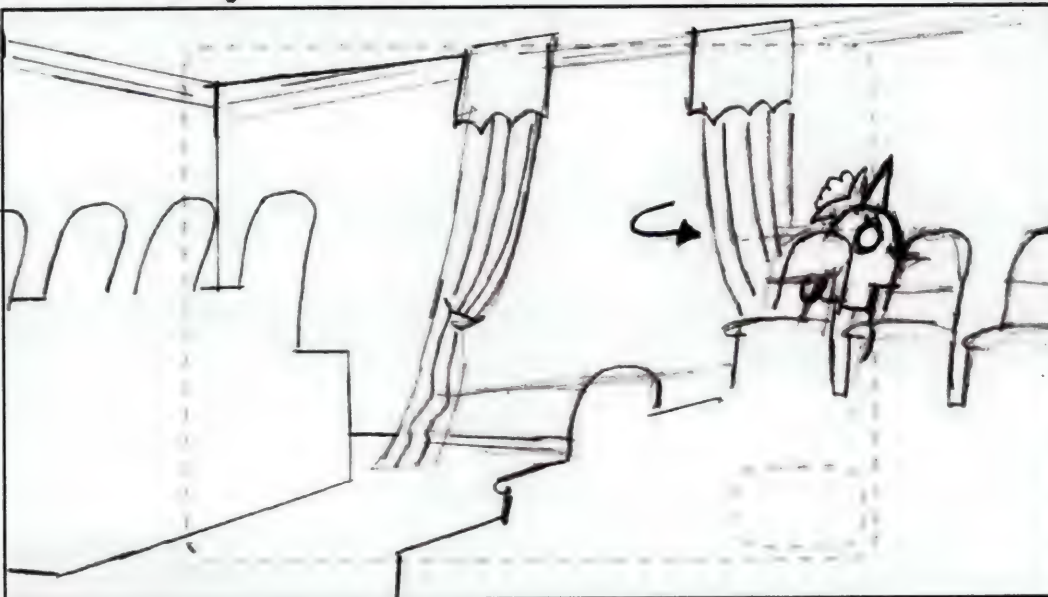
Dialog:	TT (O/S): -- At Chelmsyhead Station
Action:	Viola walks from the lobby to the seating area. She sees that a rehearsal is in progress.
Timing:	

JUN 09 2015

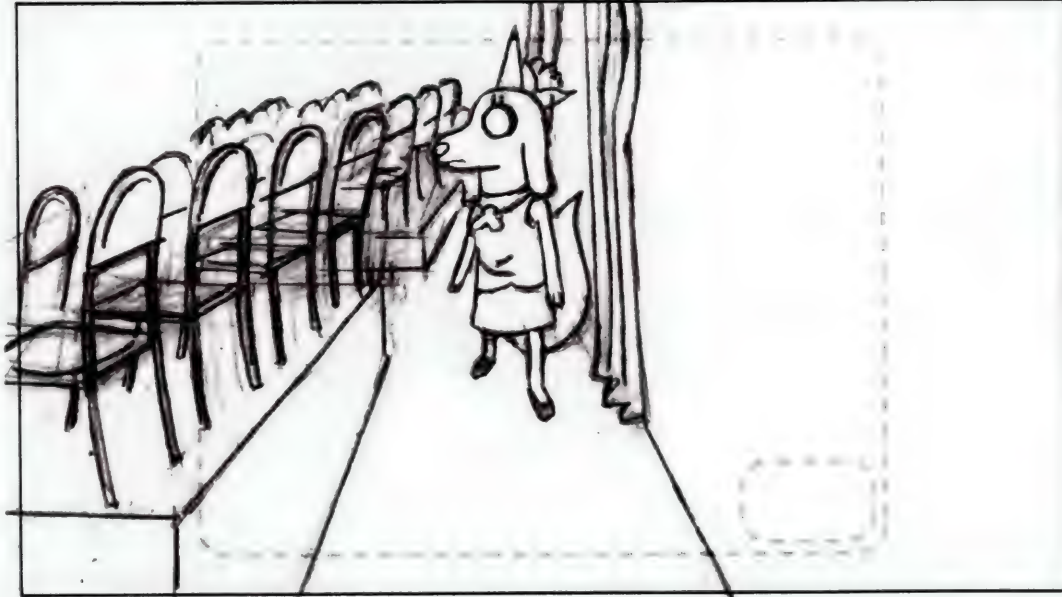
ADVENTURE TIME



Sc. 24 *cont* Pnl. C Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog:	TT (O/S): And there are never --
Action:	Viola begins to walk around the seating area, to go to the backstage area unobtrusively. Viola walks behind the seating area, quietly. JUN 09 2015
Timing:	

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EPISODE #

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Production :

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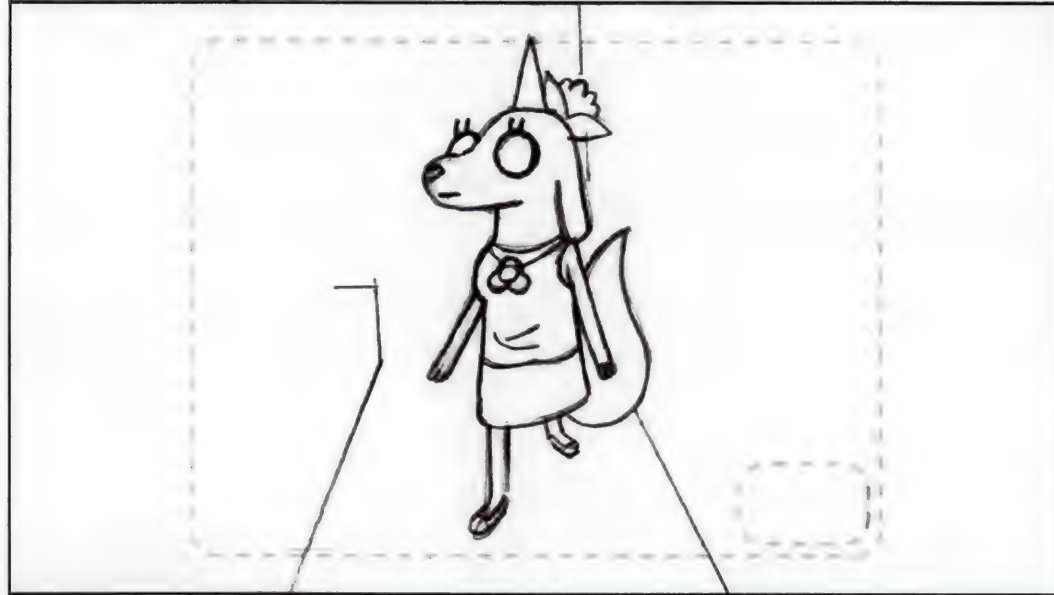
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ADVENTURE TIME

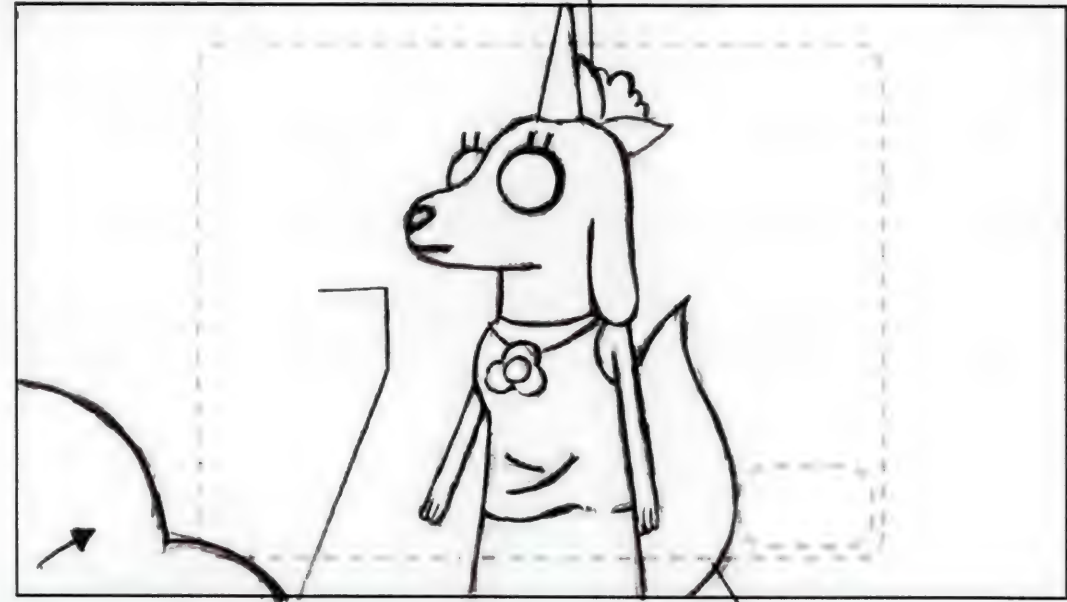


Page 63

Sc. 25 *cont* Pnl. B Bg. day night



Sc. 25 *cont* Pnl. C Bg. day night



Dialog: TT (O/S): -- any taxi cabs --		TT (O/S): -- to be found . AT KEMWORTH .	
Action: cont. Viola walking quietly. (She is looking at the stage as she walks.)		LSP enters suddenly in FG.	
Timing:		JUN 09 2015	

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Production :

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1034/223

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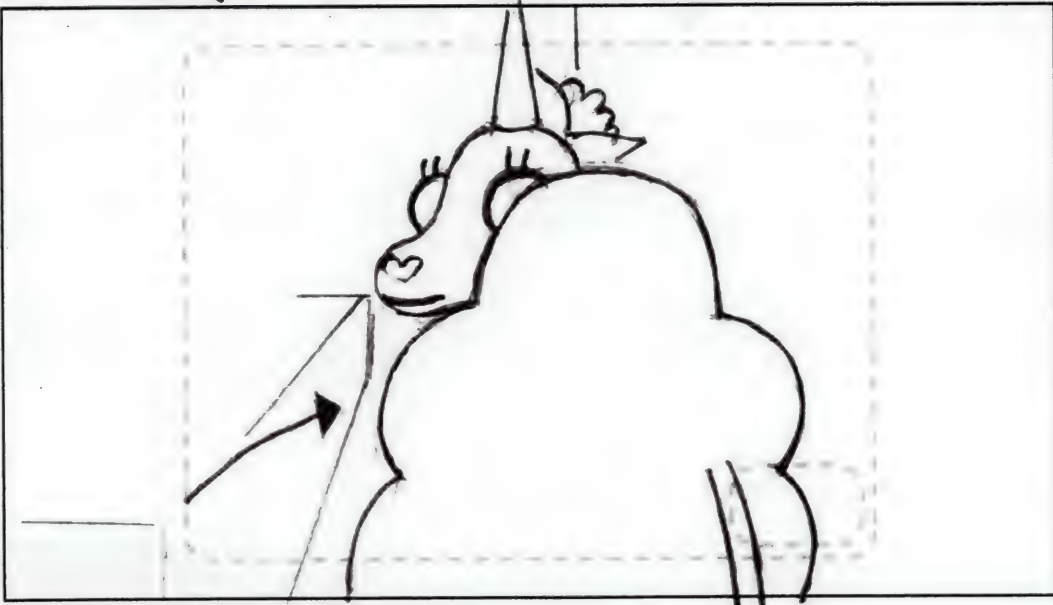
Page 64

Sc. 25 *cont*

Pnl. D

Bg.

day night

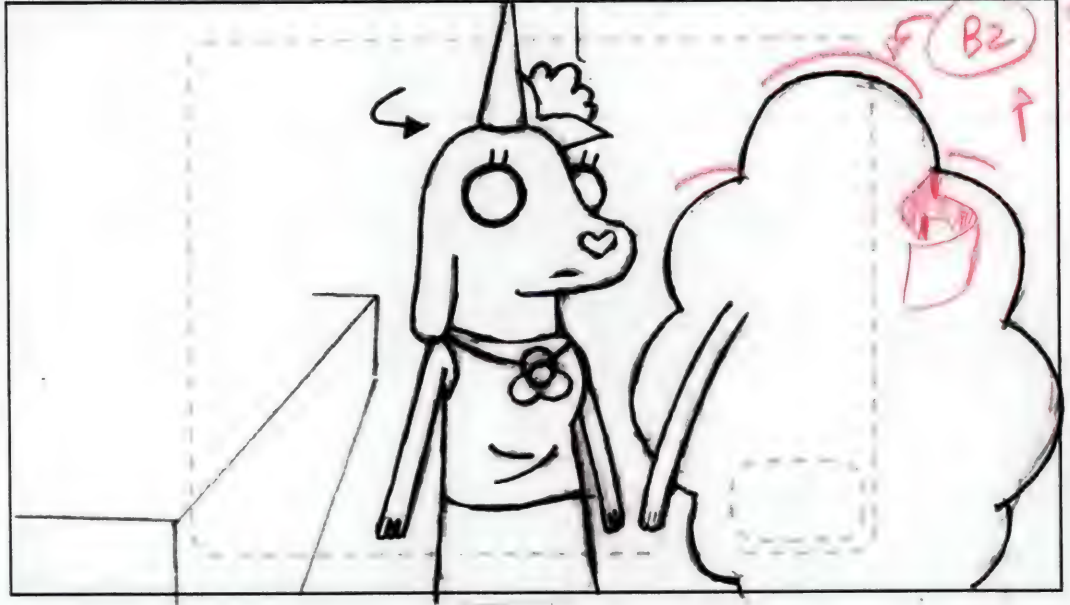


Sc. 25 *cont*

Pnl. E

Bg.

day night



Slight Float up

1034-223

EPISODE #

1034/223

Production :

Dialog:

LSP: What have I found here?!

Action:

— cont. LSP entering suddenly, in front of Viola.

JUN 09 2011

Timing:

1034/223

ADVENTURE TIME



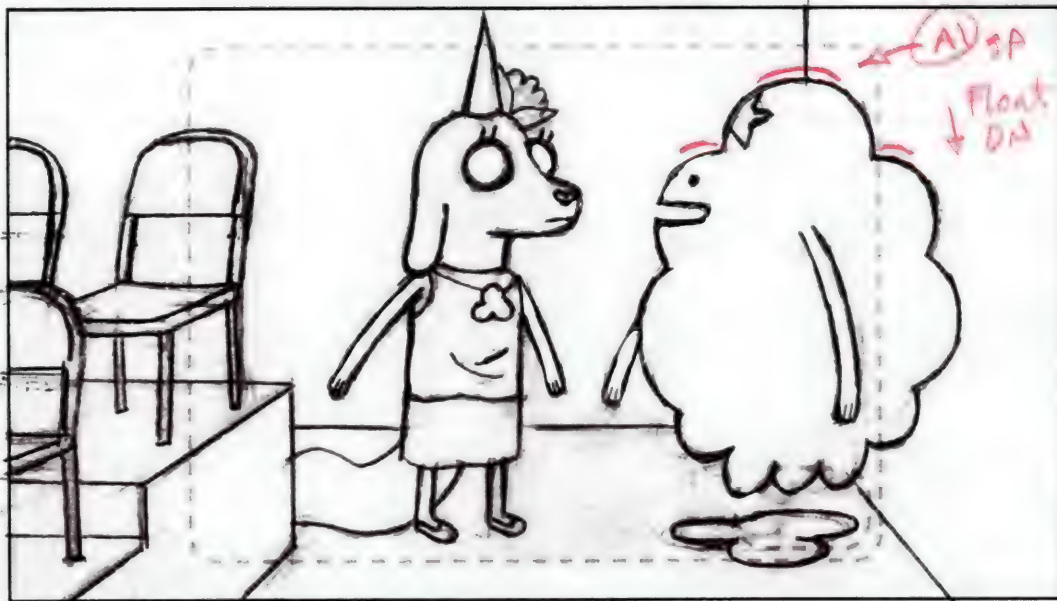
Page 65

Sc. 26

Pnl. A

Bg.

day night

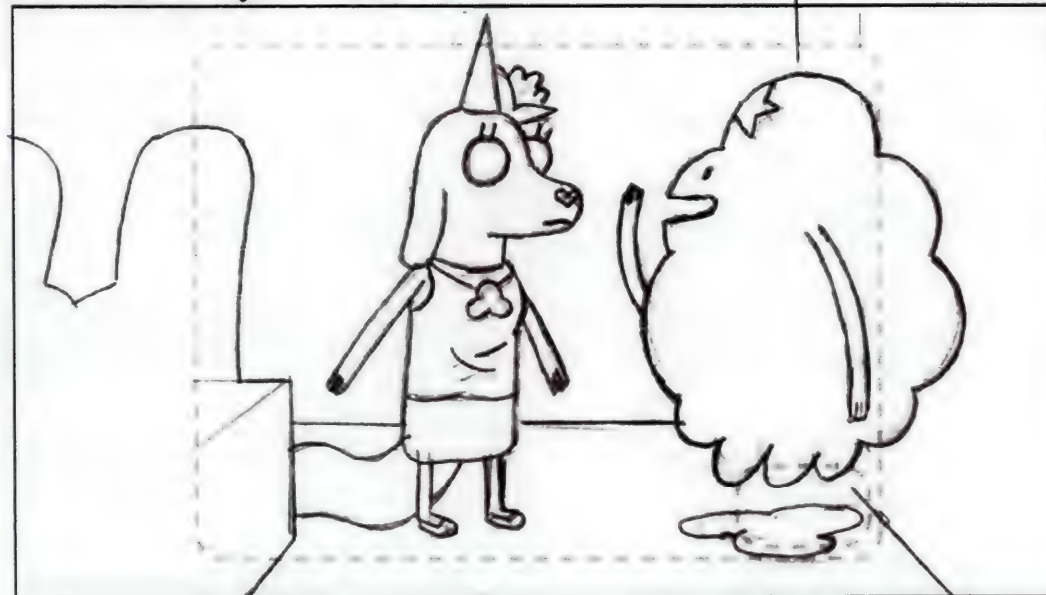


Sc. 26 *cont*

Pnl. B

Bg.

day night



Dialog:

LSP: Is it a little mouse?

Action:

Wider on Viola and LSP.

JUN 09 2015

Timing:

1034-223

EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME



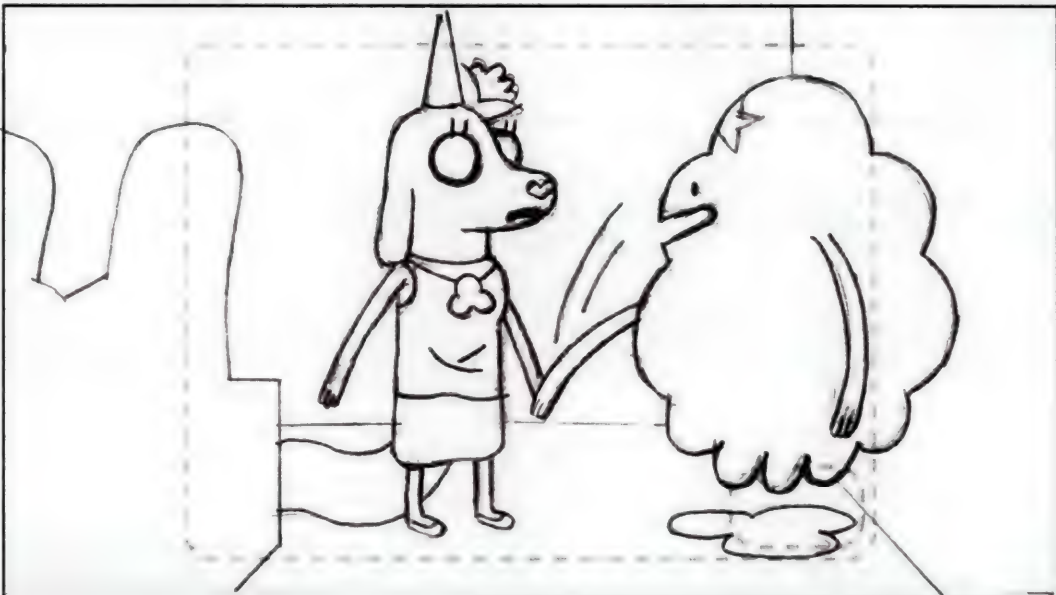
Page 66

Sc. 26 *cont*

Pnl. C

Bg.

day night

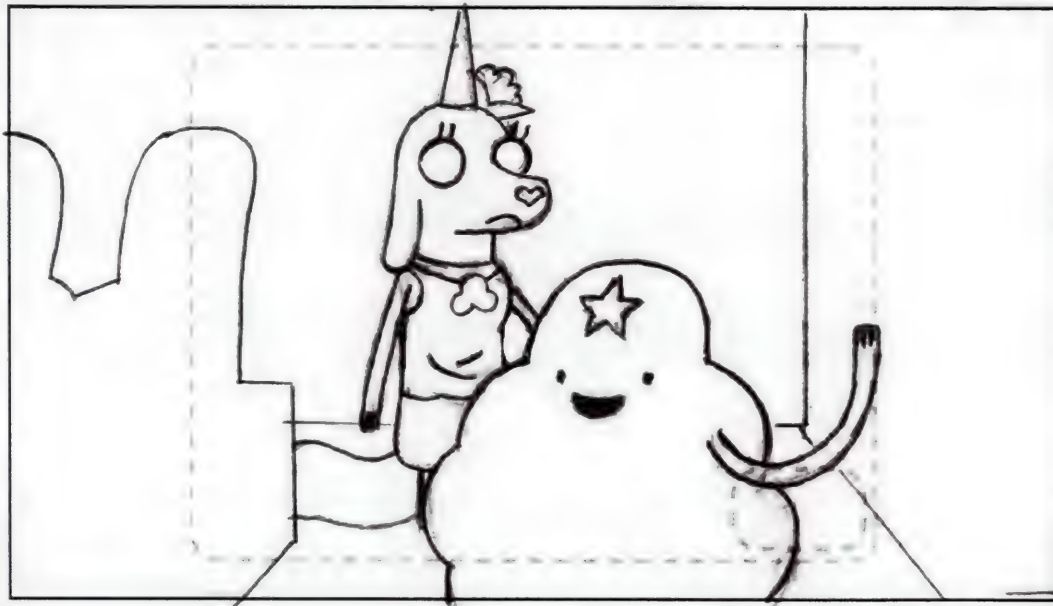


Sc. 26 *cont*

Pnl. D

Bg.

day night



Dialog:

LSP: [GASP]

Action:

LSP grabs Viola's hand.

LSP drags Viola toward the theater stage.

JUN 09 2015

Timing:

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Production :

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1034/223

1034/223

ADVENTURE TIME



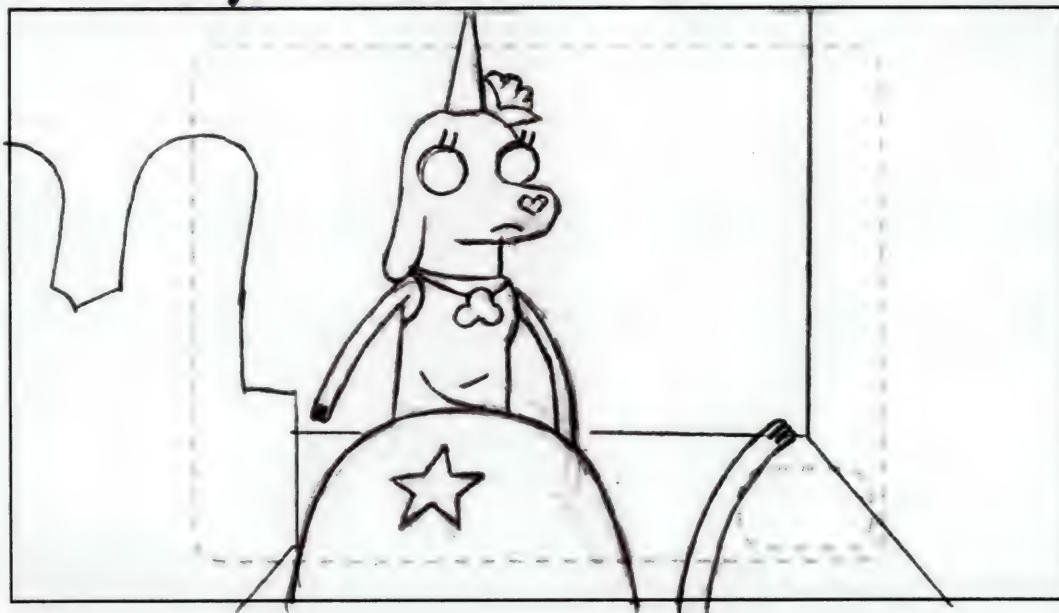
Page 67

Sc. 26 *cont*

Pnl. E

Bg.

day night



Sc. 26 *cont*

Pnl. F

Bg.

day night



Dialog:

Action:

– cont. LSP drags Viola toward the theater stage.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



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Sc. 26 **CONT**

Pnl. G

Bg.

day night

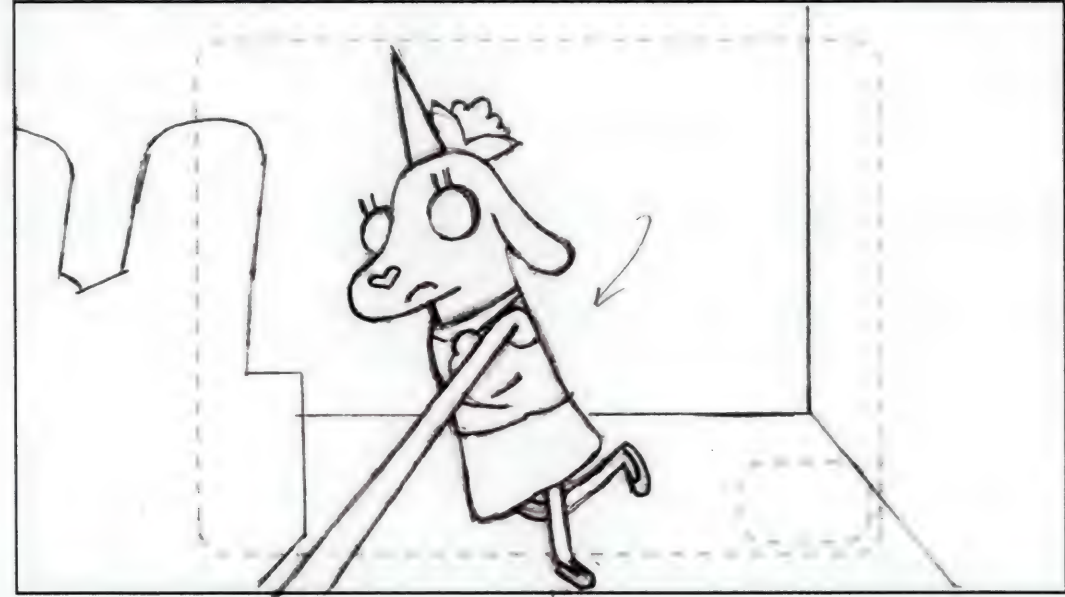


Sc. 26 **CONT**

Pnl. H

Bg.

day night



Dialog:

Action:

cont. LSP drags Viola toward the theater stage.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



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Sc. 26 *cont*

Pnl. I

Bg.

day night

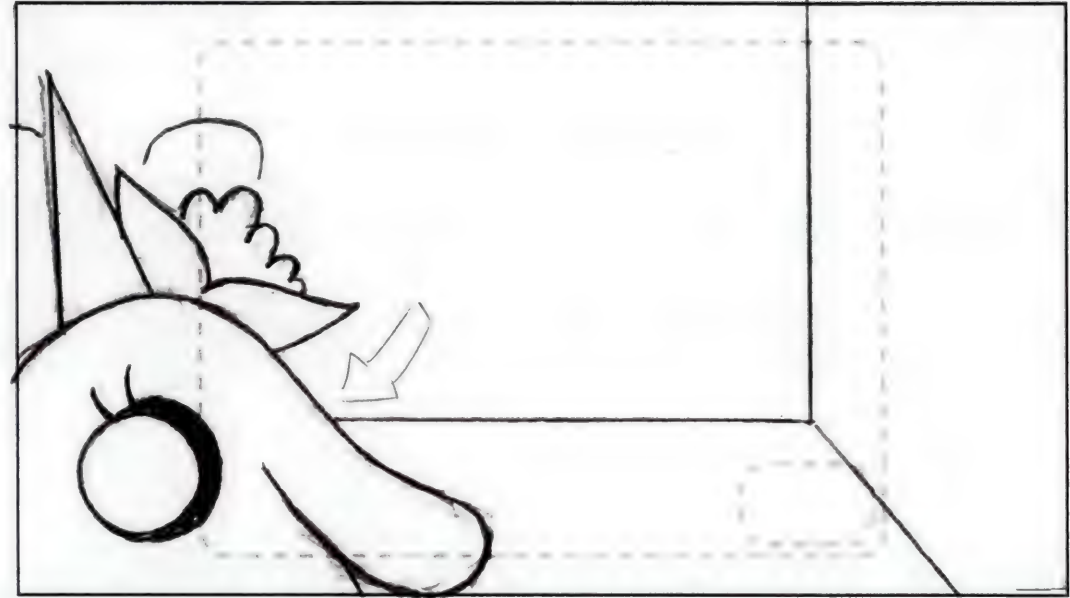


Sc. 26 *cont*

Pnl. J

Bg.

day night



Dialog:

LSP: PEOPLE!

Action:

Viola is dragged off-screen.

JUN 09 2015

Timing:

EPISODE #

1034-223

Production :

1034/223

1034/223

1034/223

ADVENTURE TIME

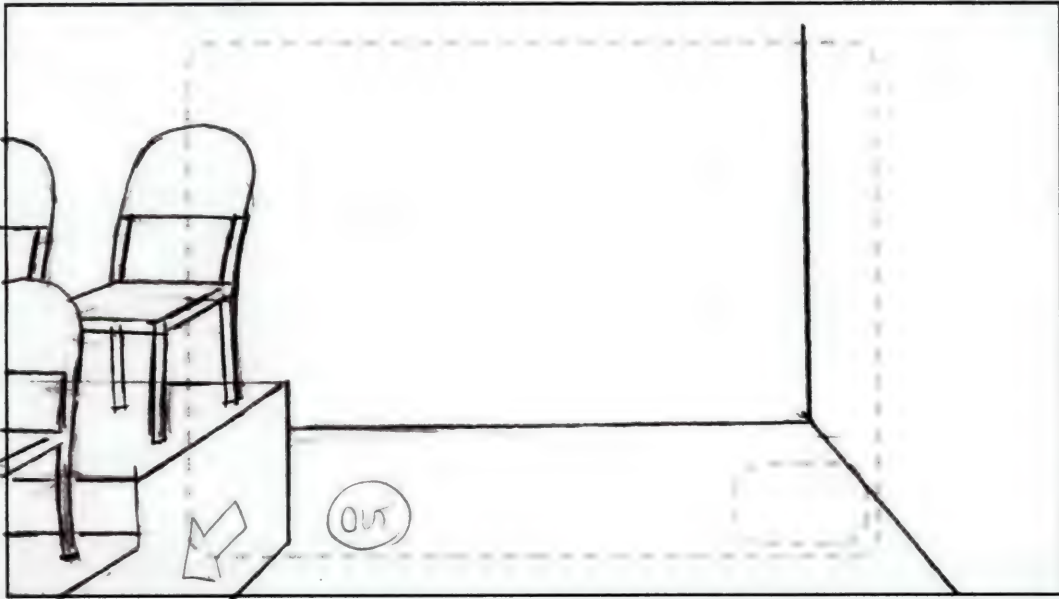


Sc. 26 *cont*

Pnl. K

Bg.

day night

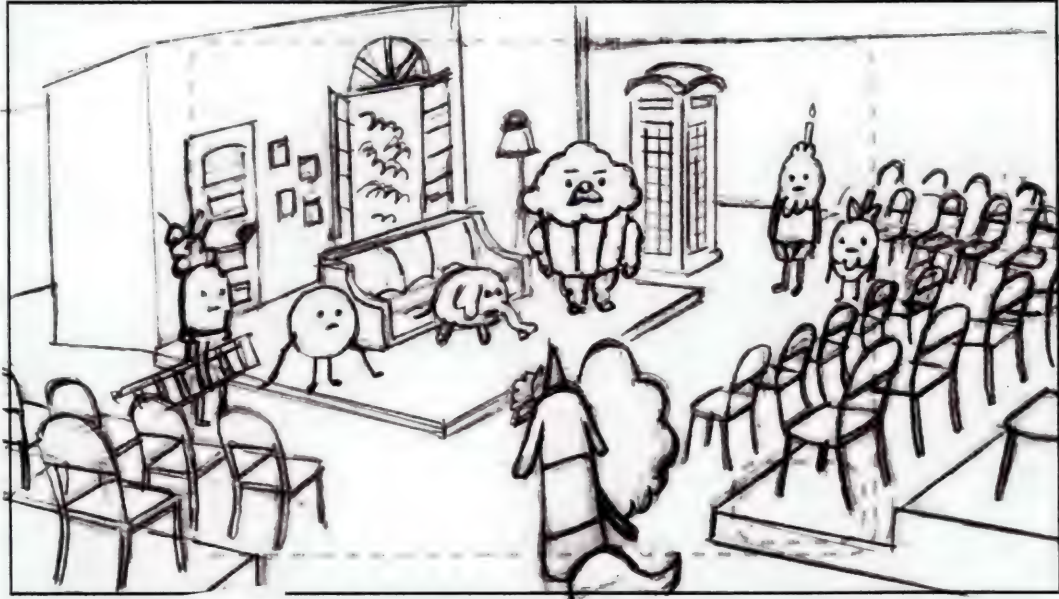


Sc. 27

Pnl. A

Bg.

day night



Dialog:

LSP: Look what I've found, it's a little mouse!

Action:

LSP brings Viola to the theater stage.
Actors and stagehands are standing around.

JUN 09 2015

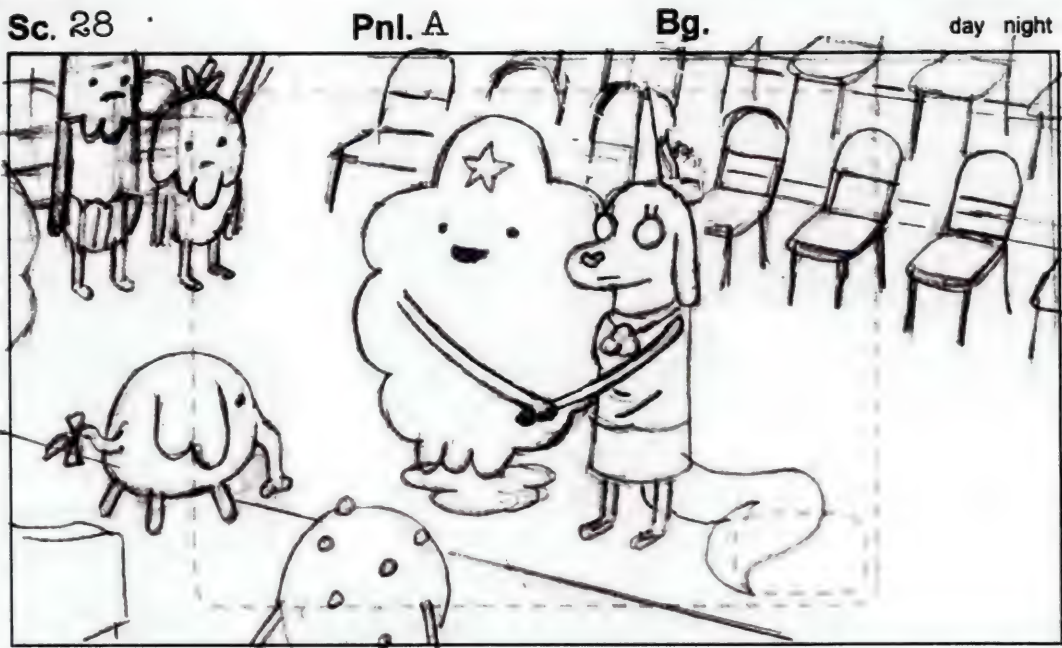
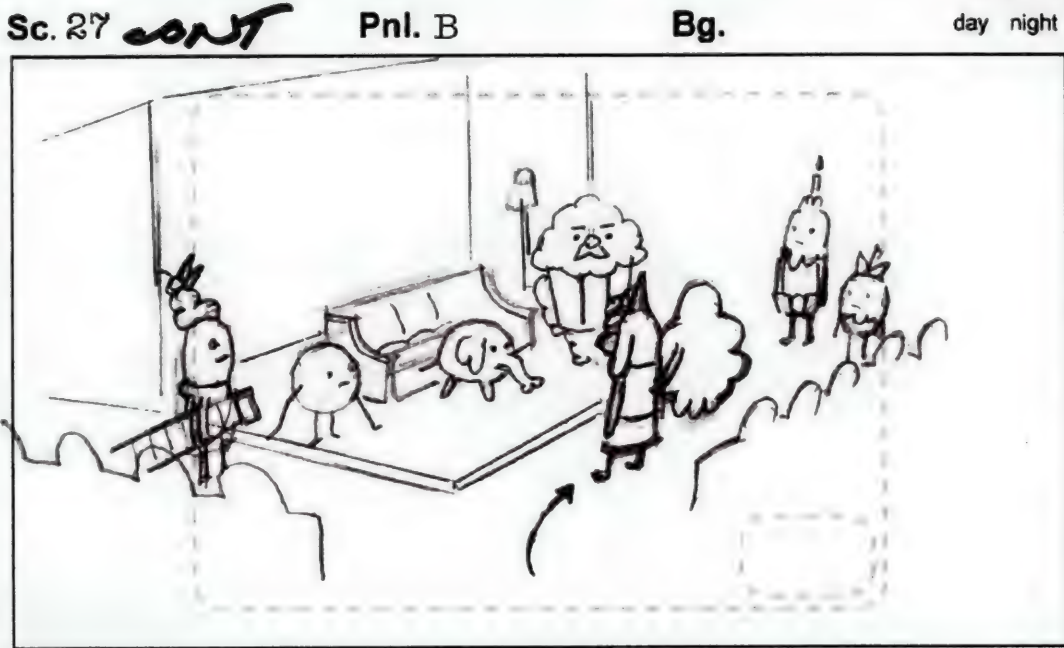
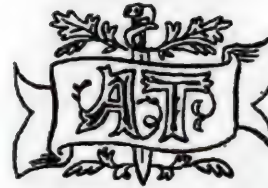
Timing:

1034-223

EPISODE #

Production :

ADVENTURE TIME



Dialog:	<u>LSP</u> : She scampers in and out, whenever she wants,	<u>LSP</u> : Everyone else is really a square--
Action:	- Closer on LSP and Viola.	
Timing:	JUN 09 2015	

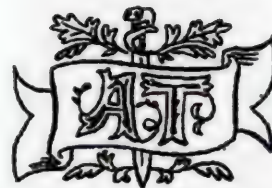
1034-223

EPISODE #

Production :

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ADVENTURE TIME



Page 72

Sc. OUT

Pnl.

Bg.

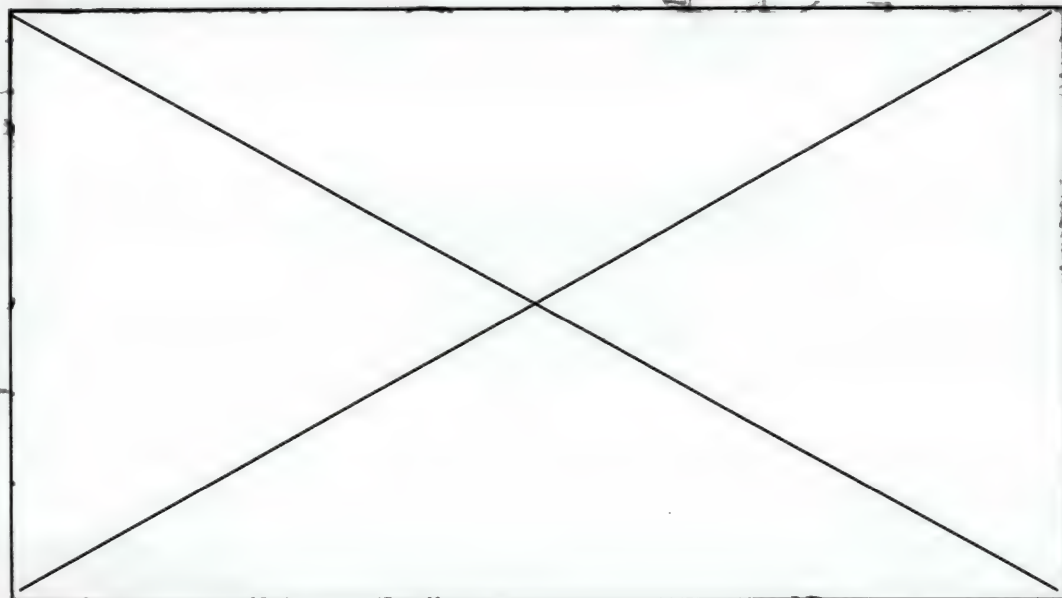
day night

Sc. 28

cont

(B)

day night



Dialog:

LSP: --working together as a team--

Action:

JUN 09 2015

Timing:

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EPISODE #

Production :

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ADVENTURE TIME



Sc. 29

Pnl. A

Bg.

day night



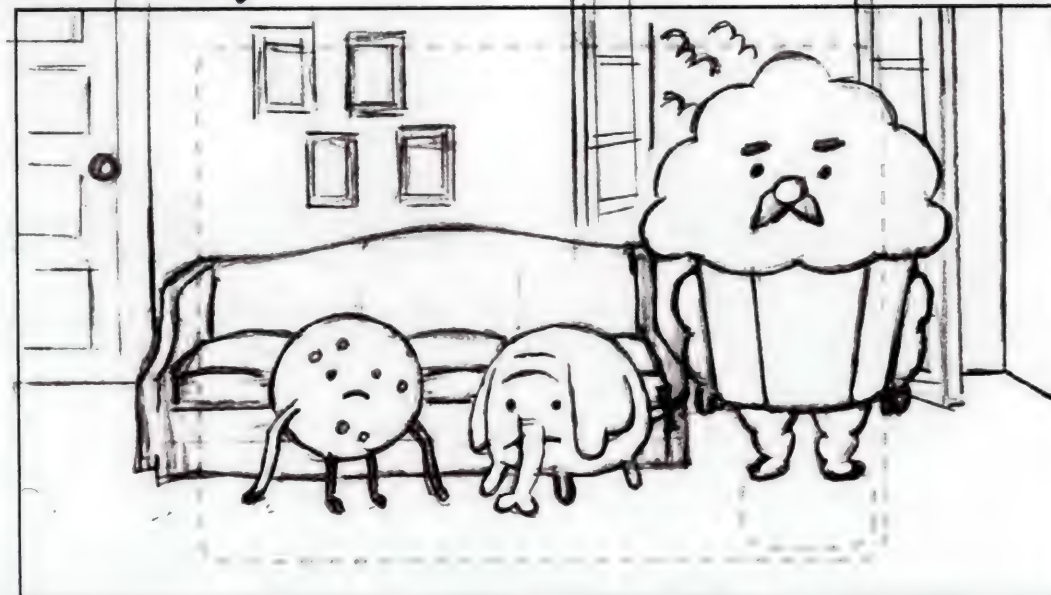
Sc. 29

cont

Pnl. B

Bg.

day night



Dialog:

LSP (O/S): --helping the author slash director--

Action:

- LSP's POV of the actors on stage.
- CRUNCHY: WALKS FORWARD

JUN 09 2015

Timing:

EPISODE #

Production :

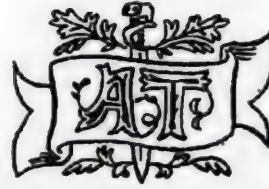
1034-223

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ADVENTURE TIME



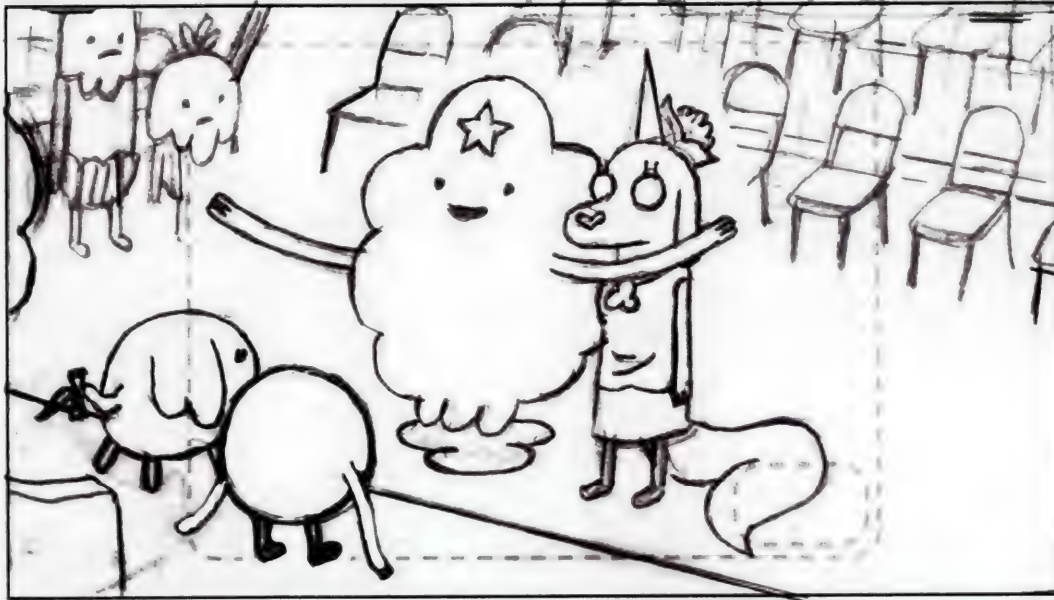
Page **74**

Sc. 30

Pnl. A

Bg.

day night

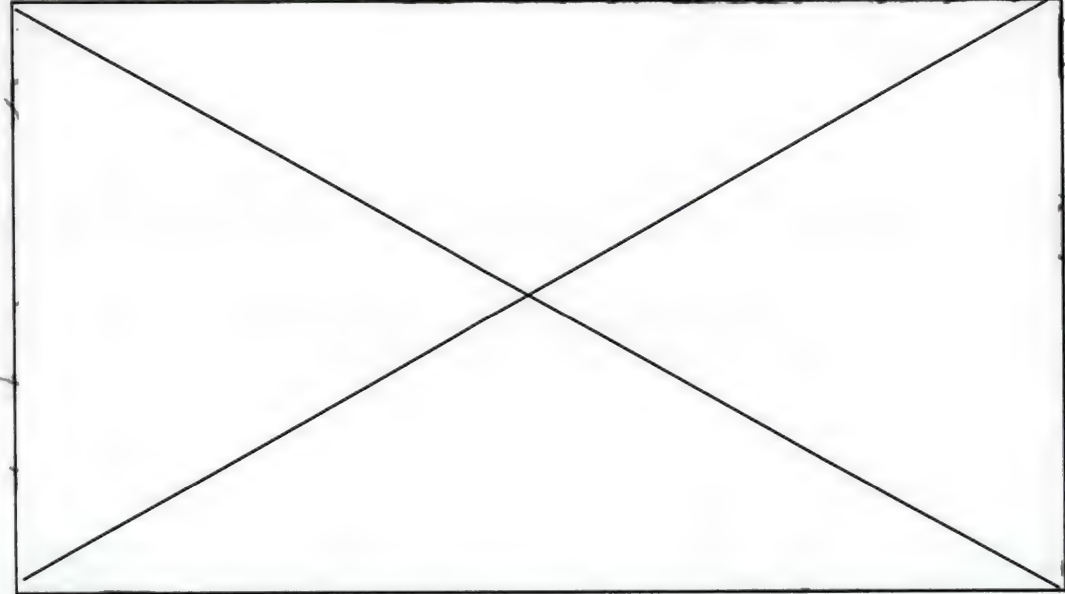


Sc. OUT

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

EPISODE #

Production :

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1034/223

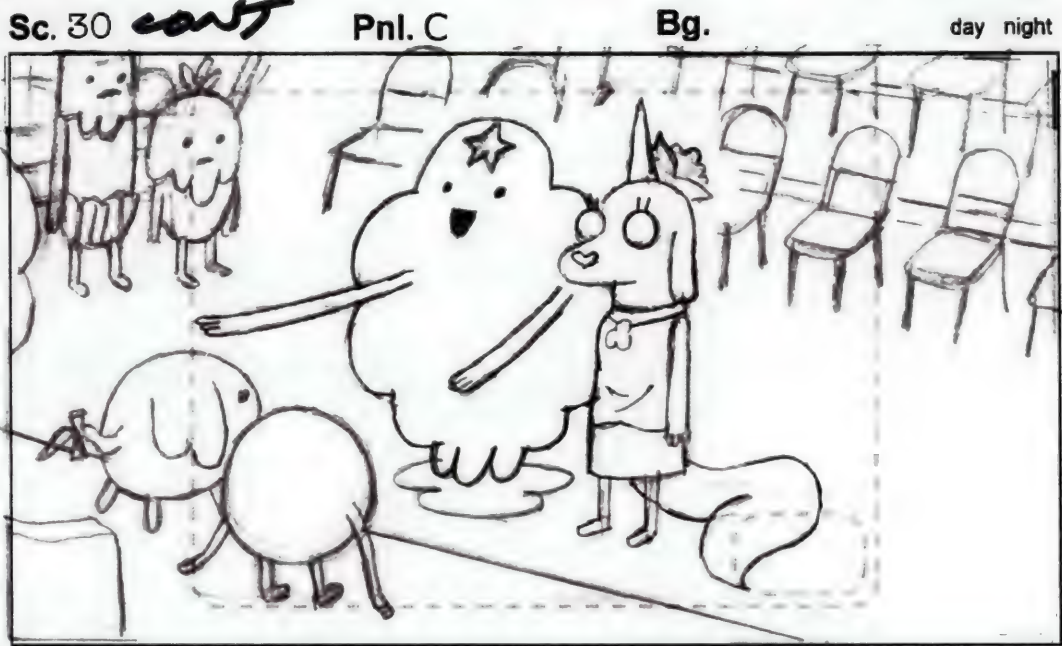
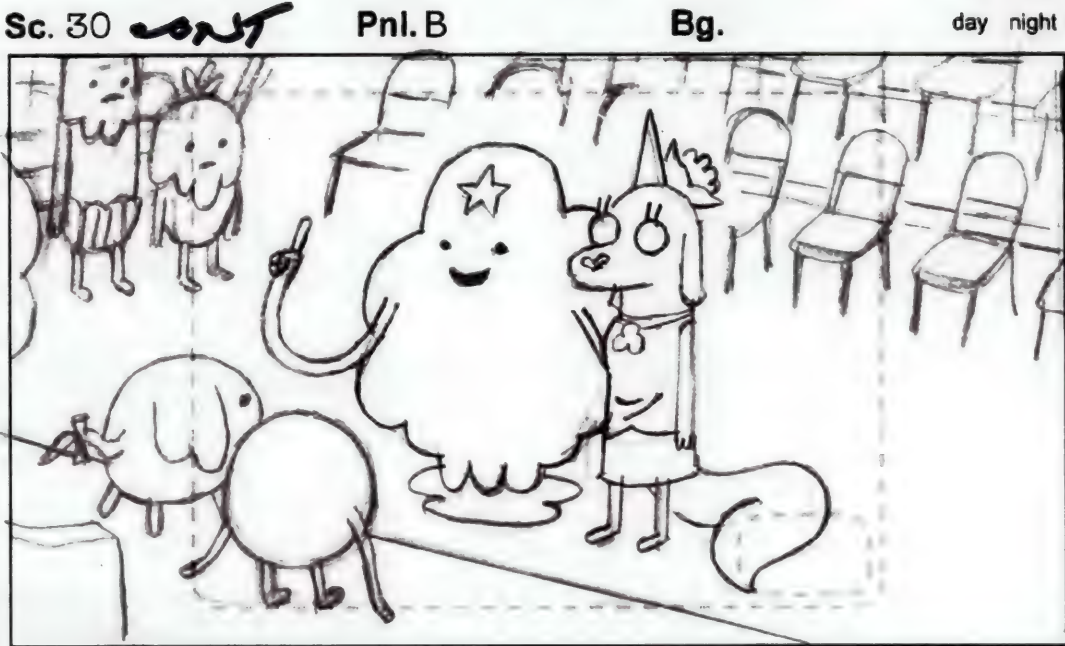
1034/223

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ADVENTURE TIME



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Dialog:	
LSP: Everyone has the team spirit!	
Action:	LSP goes into a positive pose, holding up a finger. LSP shifts into a warm and outgoing pose.
JUN 09 2015	
Timing:	

1034-223

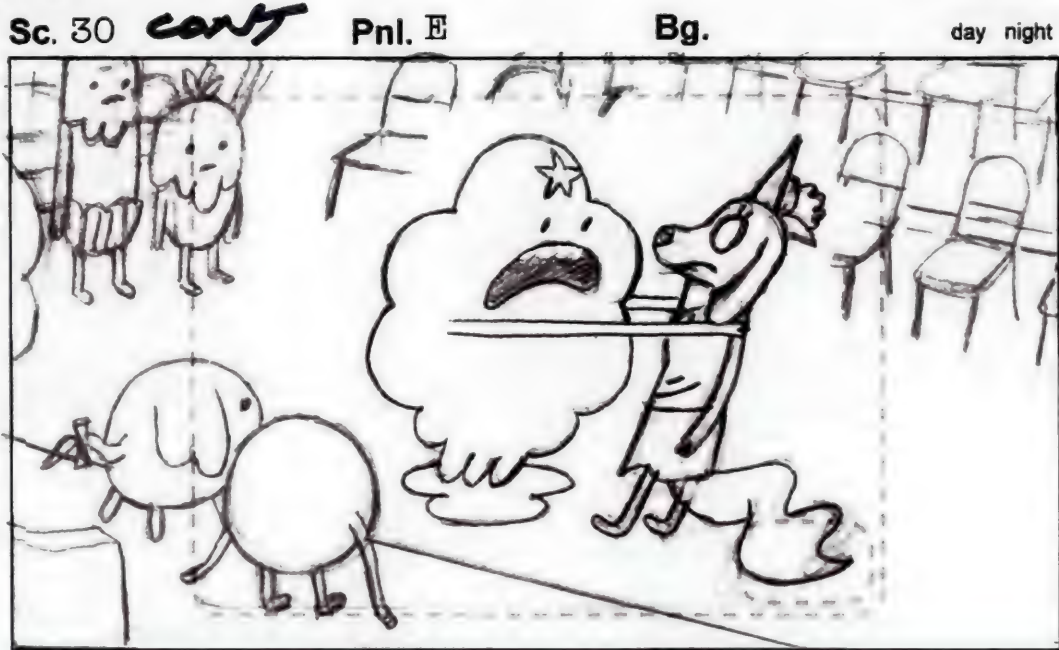
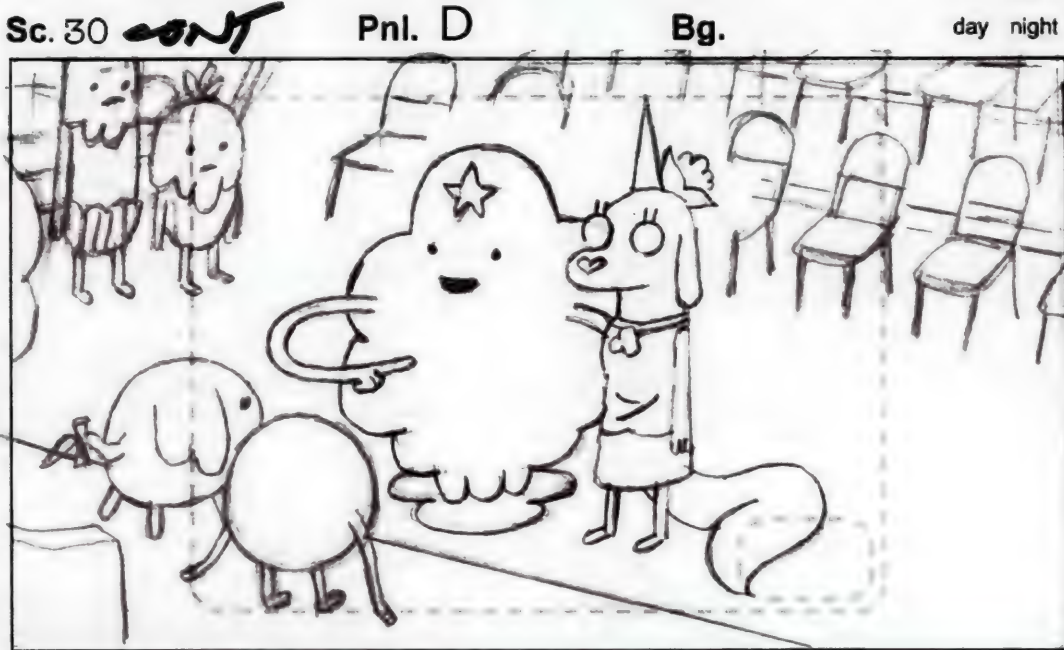
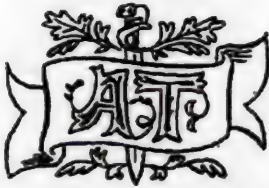
EPISODE #

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Production :

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ADVENTURE TIME



Dialog:	<u>LSP</u> : Everyone except ---	<u>LSP</u> : --- <u>THE SELFISH</u> --
Action:	LSP shifts into another pose (pointing at Viola).	LSP suddenly GRABS VIOLA'S SHOULDERS. JUN 09 2015
Timing:		

1034-223

EPISODE #

Production :

1034/223

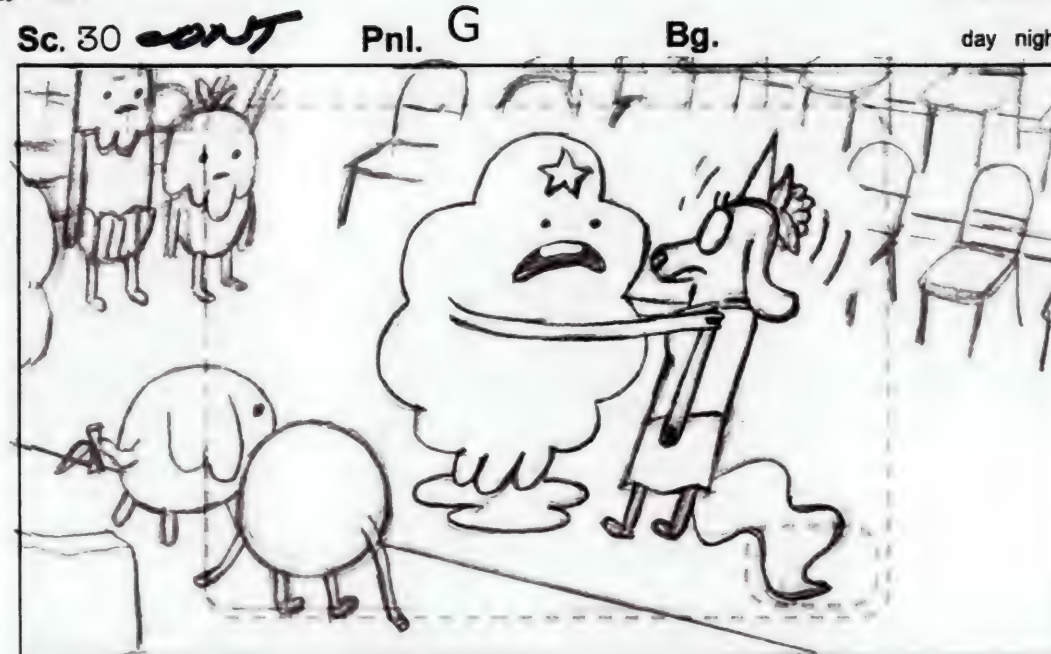
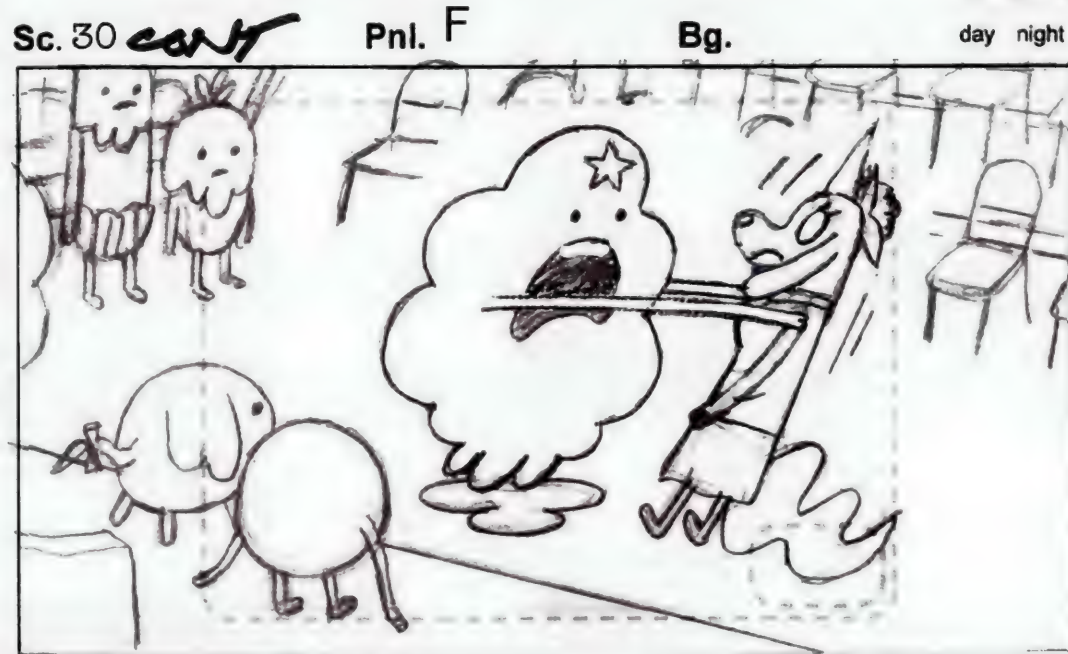
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ADVENTURE TIME



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Dialog:

LSP: LITTLE

LSP: MOUSE!

Action:

[SHAKING cycle, while LSP is yelling at Viola.]

A/B cycle while LSP yells.

JUN 09 2015

Timing:

1034-223

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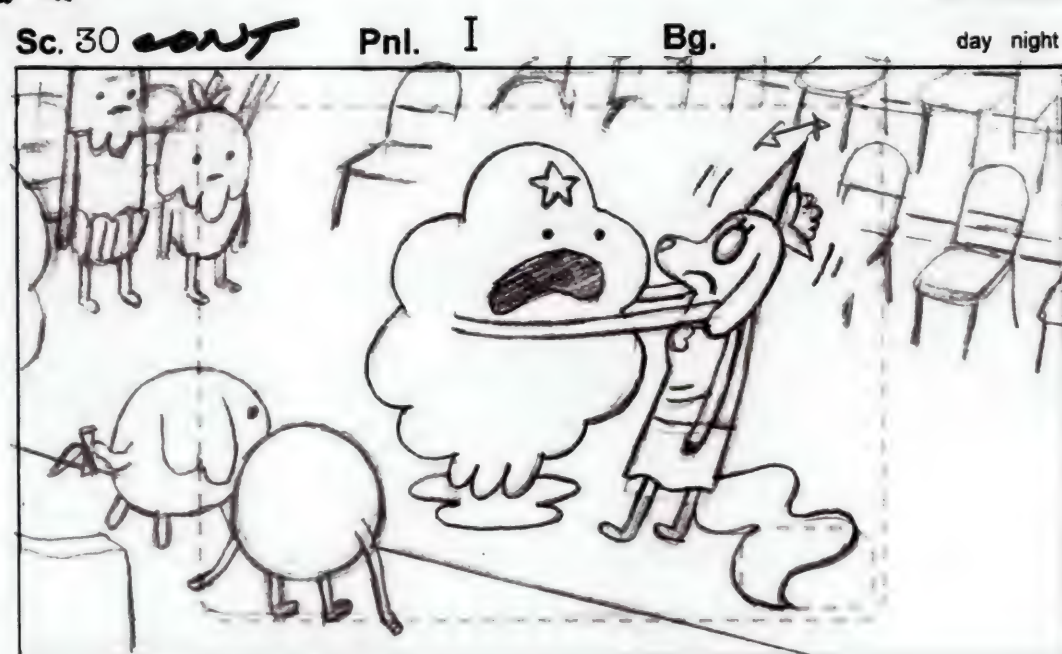
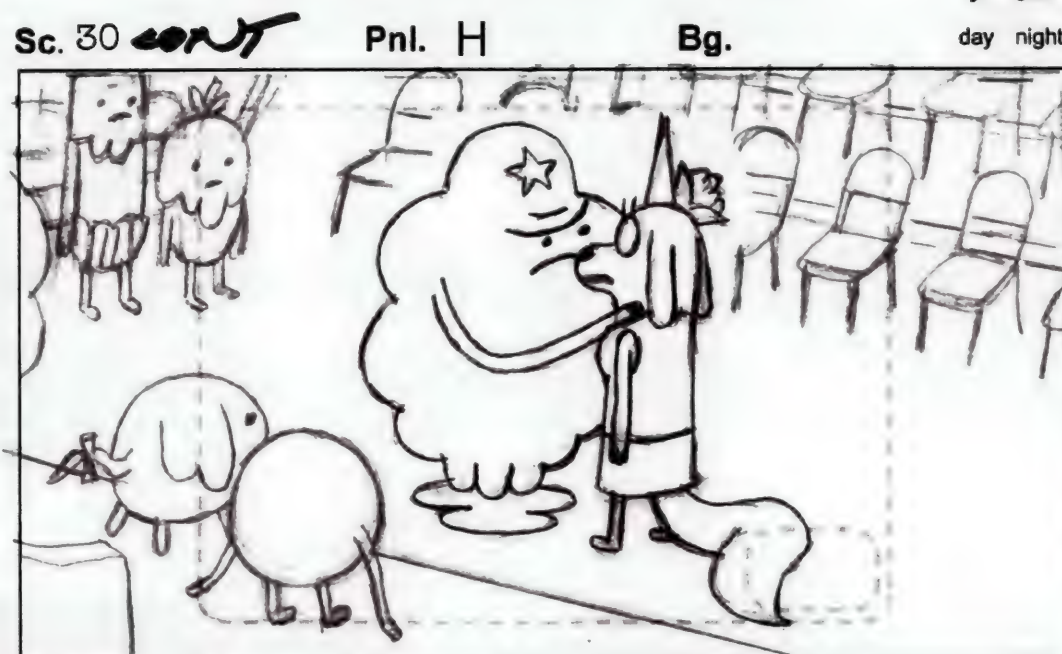
Production :

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ADVENTURE TIME



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Dialog:	<u>Viola</u> : I'm sorry, I ...	<u>LSP</u> : <u>Don't interrupt me</u> ---
Action:	LSP pauses <i>SHAKING</i> / Viola speaks.	LSP suddenly returns to <i>SHAKING</i> <u>VIOLA</u> .
Timing:	JUN 09 2015	

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Production :

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ADVENTURE TIME



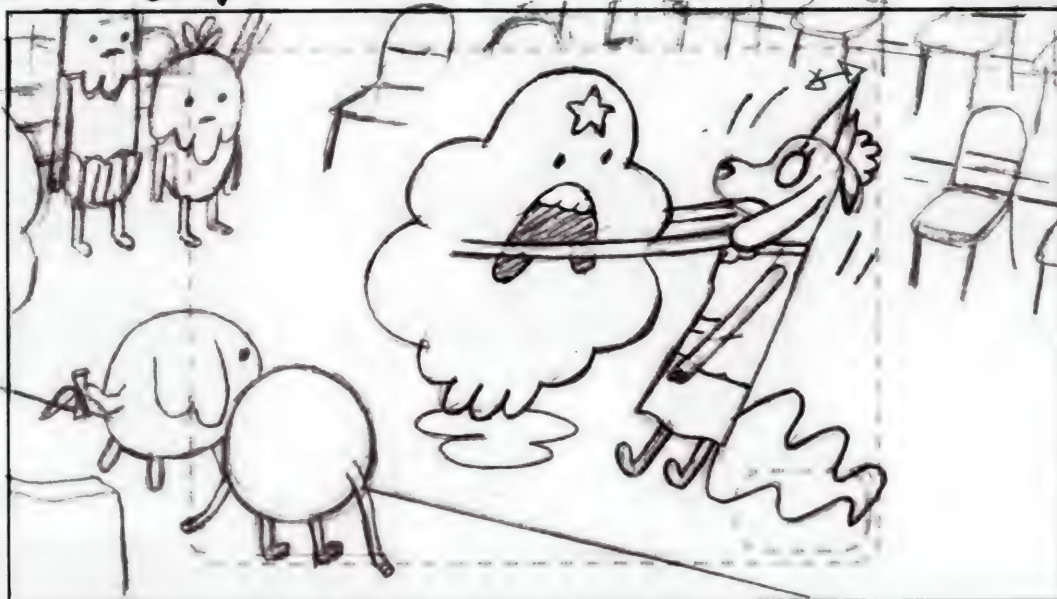
Page 79

Sc. 30 *cont*

Pnl. J

Bg.

day night

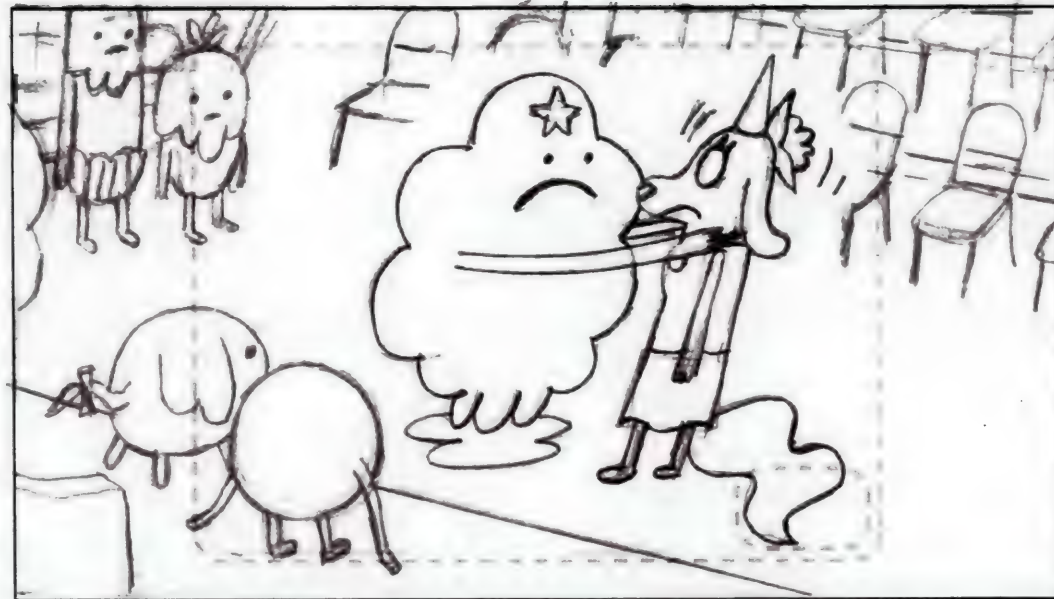


Sc. 30 *cont*

Pnl. K

Bg.

day night



Dialog:

LSP: --- when I'm berating you!

Mr. Cupcake (O/S): [THROAT CLEAR] LSP,

Action:

A/B cycle LSP SHAKING VIOLA

JUN 09 2015

Timing:

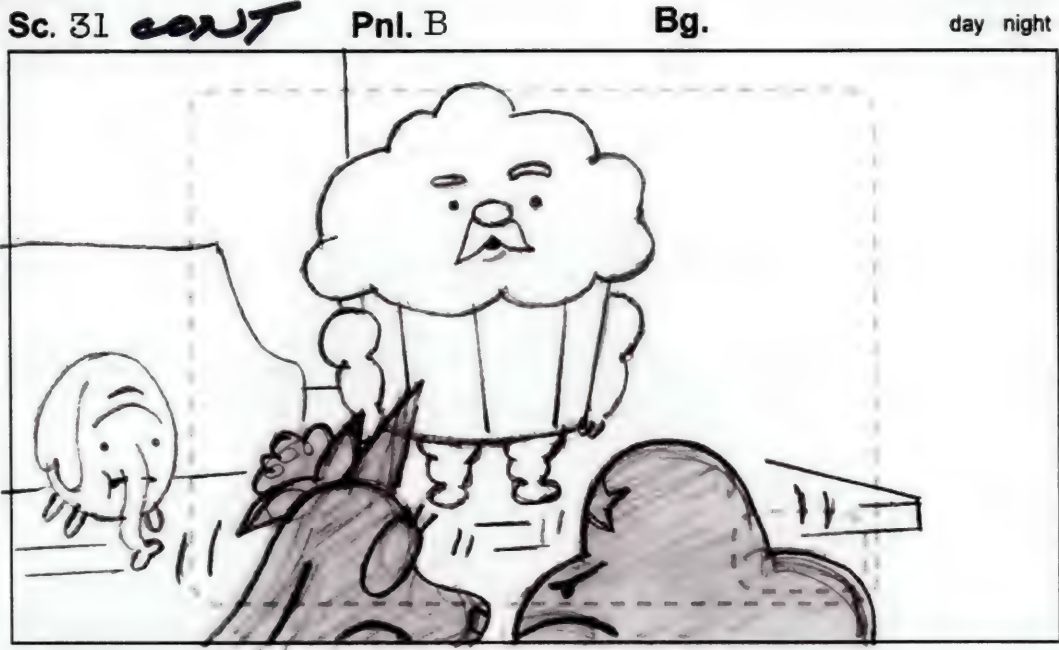
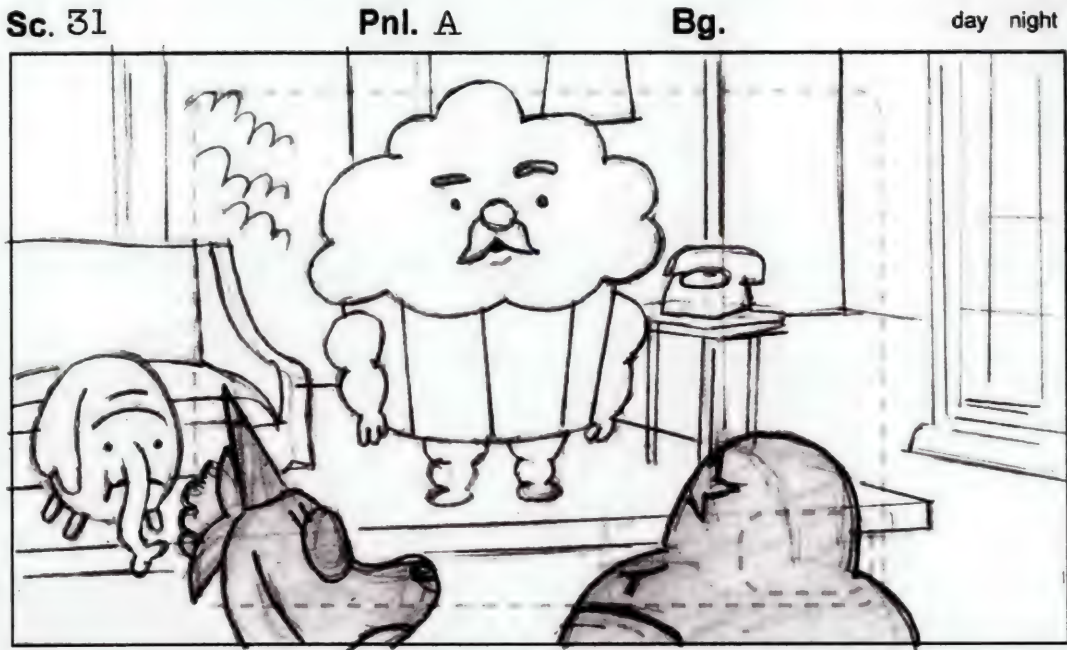
EPISODE # 1034-223

1034/223

Production :

1034/223

ADVENTURE TIME



Dialog:	Mr. Cupcake: WHEN ARE WE going to RESUME REHEARSING
Action:	- cont. SHAKING cycle in FG of scene. Mr. Cupcake speaks to LSP. <div>JUN 09 2015</div>
Timing:	

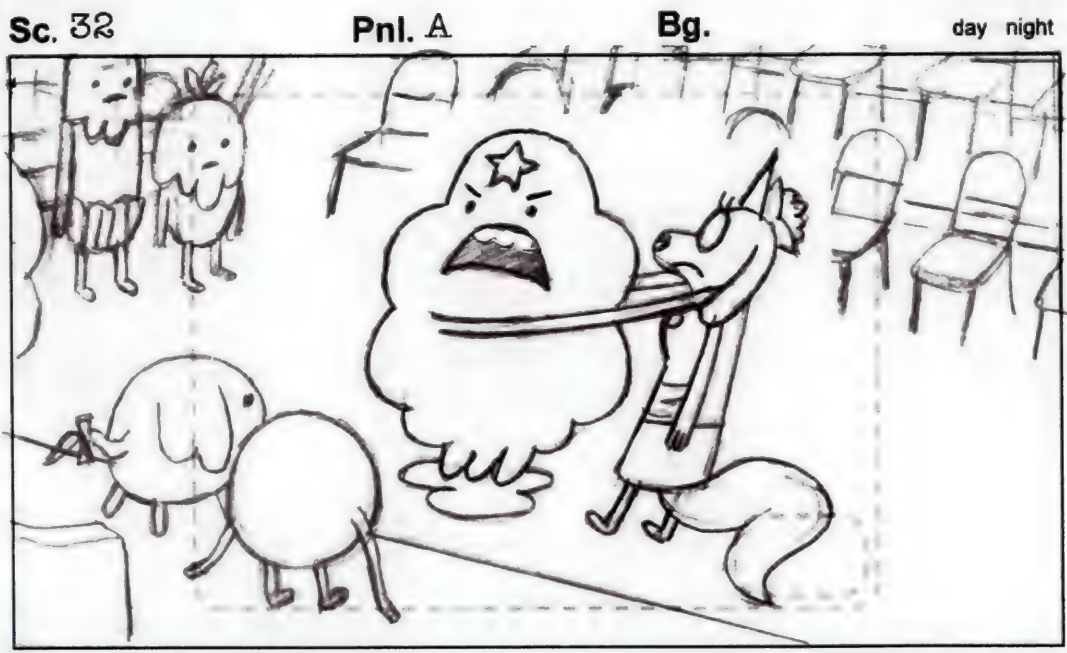
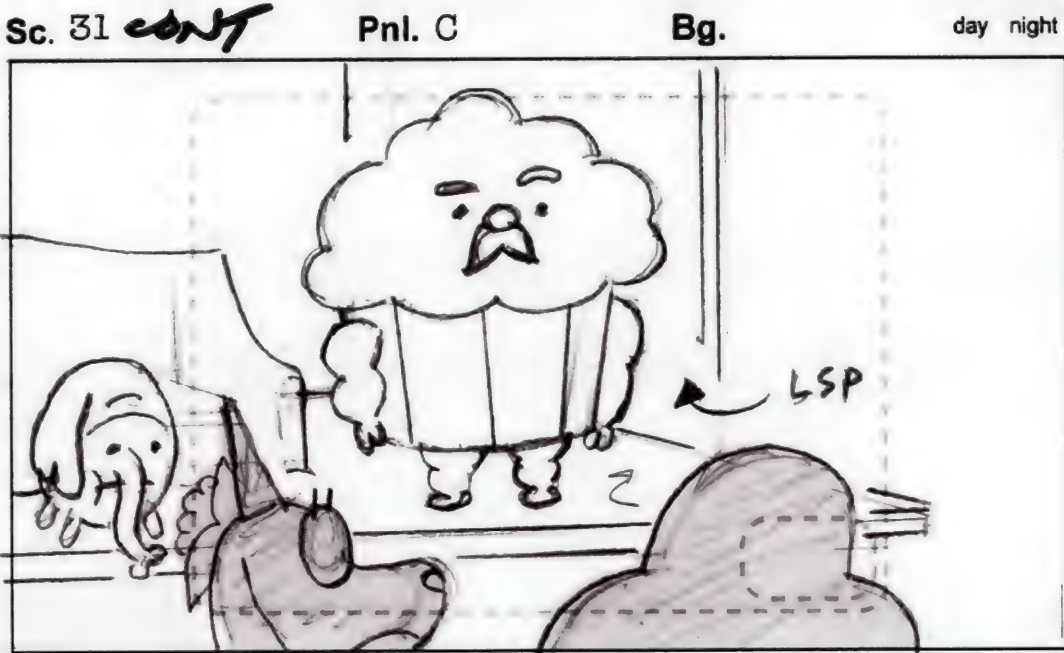
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EPISODE #

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Production :

ADVENTURE TIME



Dialog:	LSP: Don't interrupt me ---
Action:	<div>- LSP turns to Mr. Cupcake. [LSP stops SHAKING Viola, but keeps her hands on Viola's SHOULDERS.]</div> <div>Hold LSP in pose, her hands still on Viola's SHOULDERS</div> <div>JUN 09 2015</div>
Timing:	

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EPISODE #

1034/223

Production :

ADVENTURE TIME



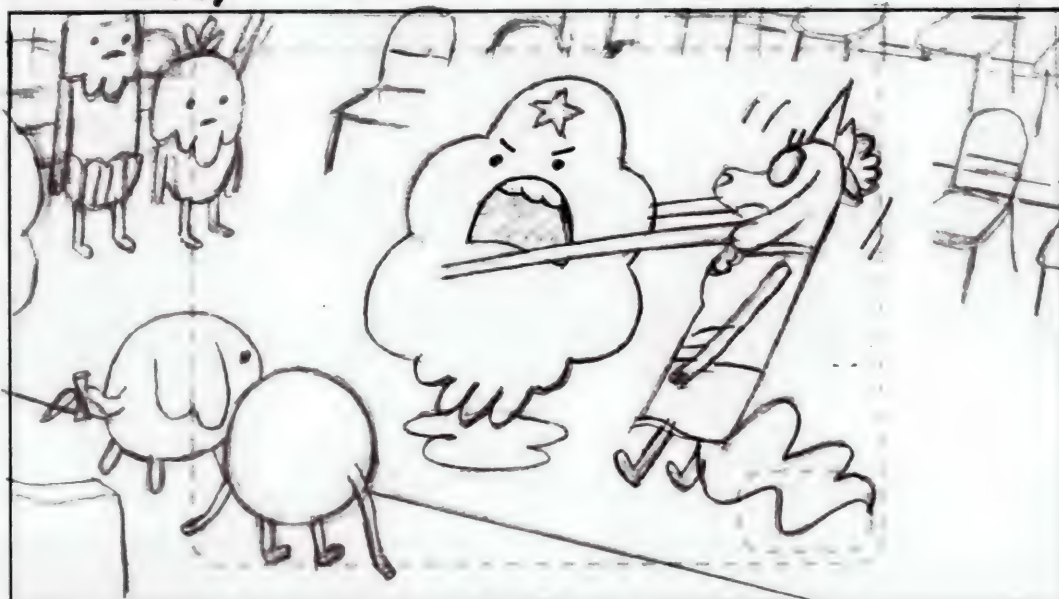
Page 82

Sc. 32 *CONT*

Pnl. B

Bg.

day night

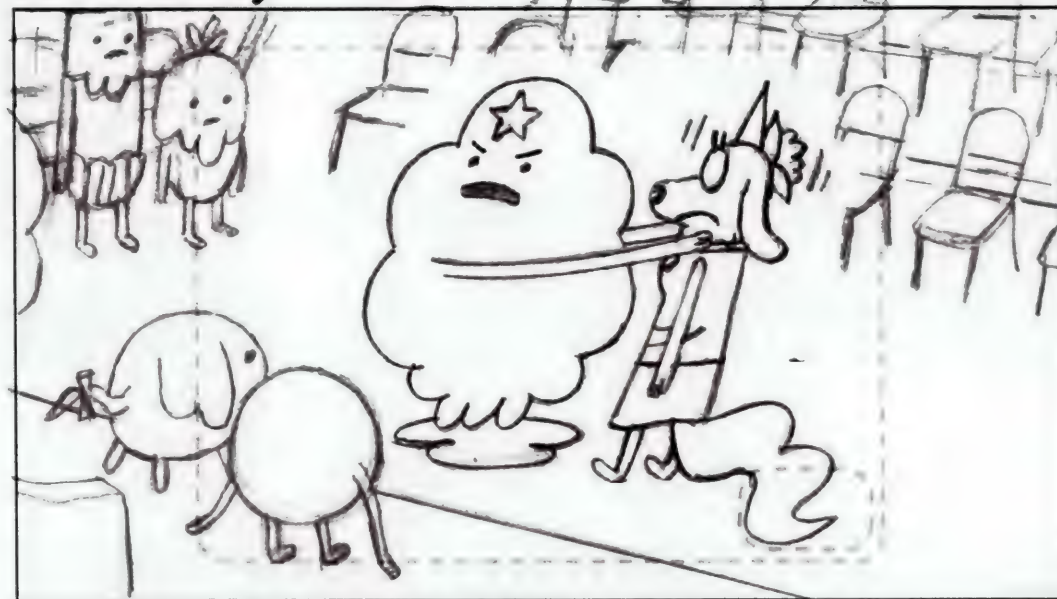


Sc. 32 *CONT*

Pnl. C

Bg.

day night



Dialog: LSP: --- when I'm berating ---

LSP: --- my assistant for interrupting me!

Action: LSP SHAKES Viola again (A/B cycle).

JUN 09 2015

Timing:

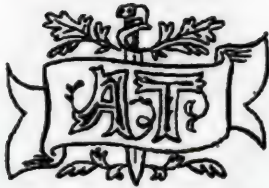
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Production :

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ADVENTURE TIME



Sc. 32 *cont*

Pnl. D

Bg.

day night



Sc. 33

Pnl. A

Bg.

day night



Dialog: LSP: Unless you want some too!

Mr. Cupcake: Eugh... well... NO.

Action: LSP stops throttling Viola. (LSP is now angry at Mr. Cupcake.)

Mr. Cupcake guesses that this is a normal rehearsal, but he is still a bit confused.

JUN 09 2015

Timing:

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EPISODE #

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Production :

ADVENTURE TIME



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Sc.	Pnl.	Bg.	day	night

Sc. 34	Pnl. A	Bg.	day	night

Dialog:
Action: [LSP start pose]
Timing:

JUN 09 2015

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EPISODE #
Production :
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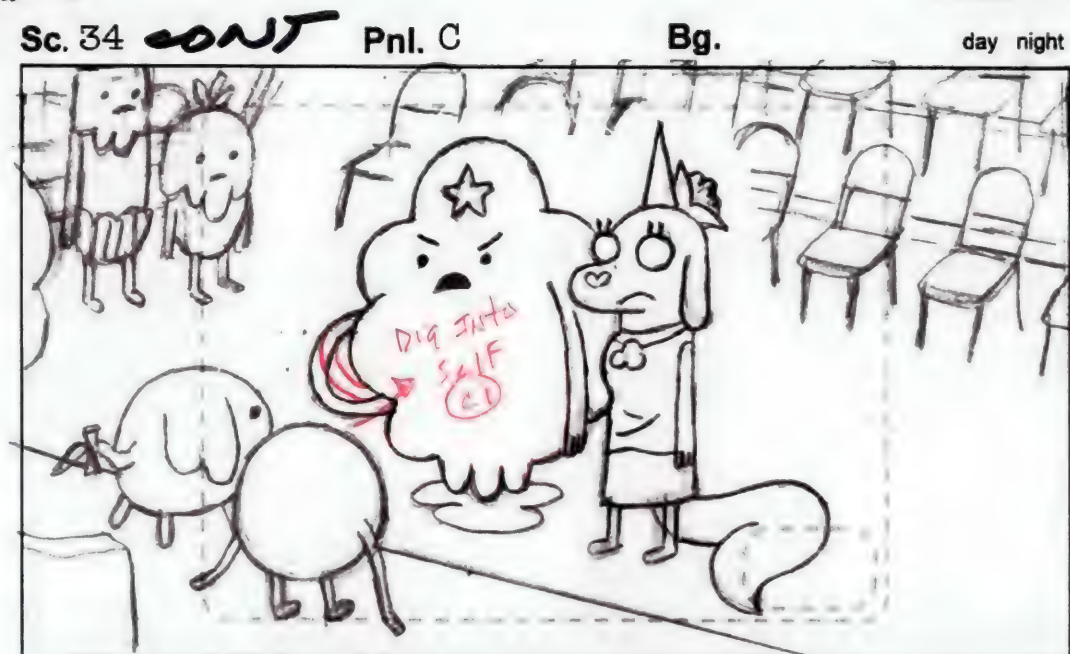
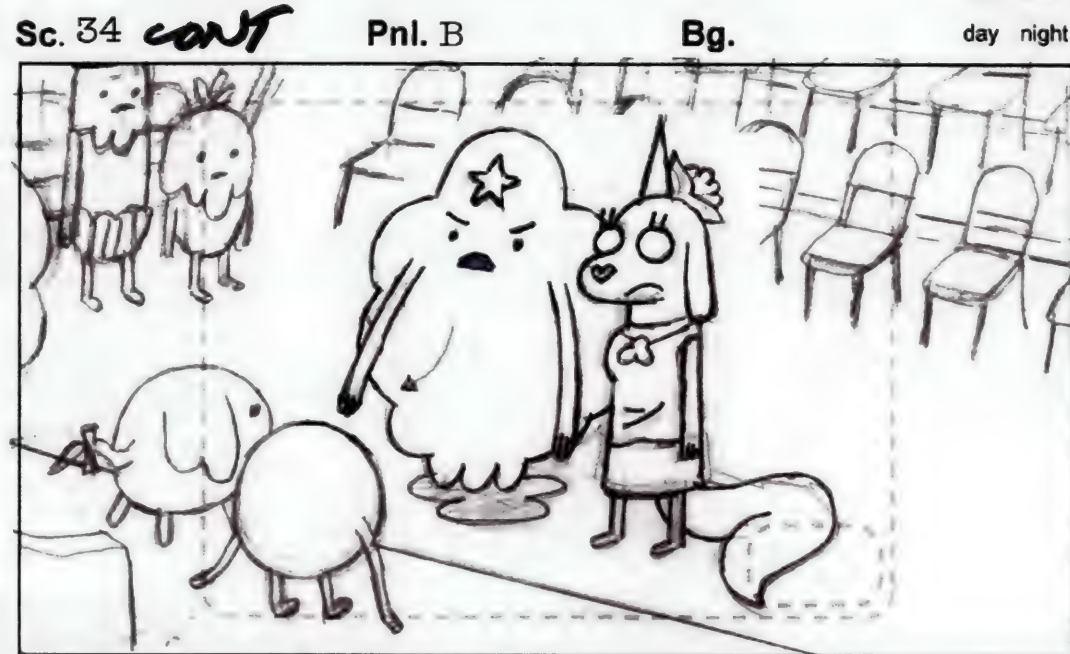
1034/223

1034/223

ADVENTURE TIME



Page 85



<p>Dialog:</p> <p><u>LSP</u>: I can't remember ---</p>	<p><u>LSP</u>: --- what I was saying.</p>
<p>Action:</p> <p>LSP reaches into her hip pocket.</p>	<p>LSP rummages in her hip poclet.</p> <p>JUN 09 2015</p>
<p>Timing:</p>	

1034-223

EPISODE #

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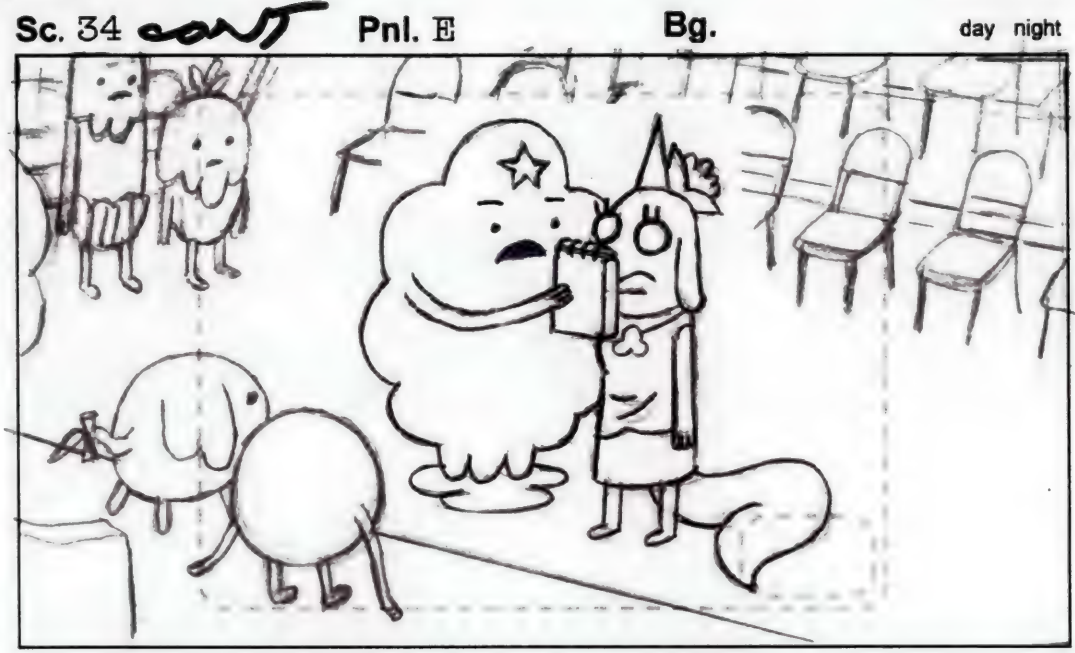
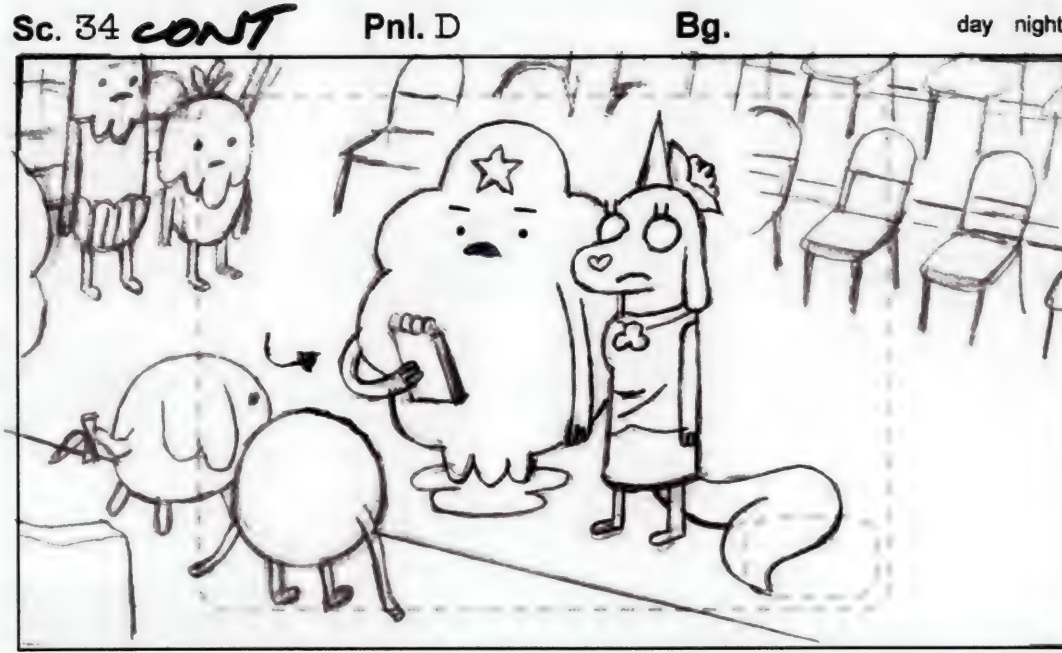
Production :

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ADVENTURE TIME



<p>Dialog: <u>LSP</u>: Assistant, read me back ---</p>	<p><u>LSP</u>: --- my notes.</p>
<p>Action: LSP holds up her notebook.</p>	<p>LSP holds her notbook in front of Viola's face.</p>
<p>Timing:</p> <p>JUN 09 2015</p>	

1034/223

EPISODE # 1034-223

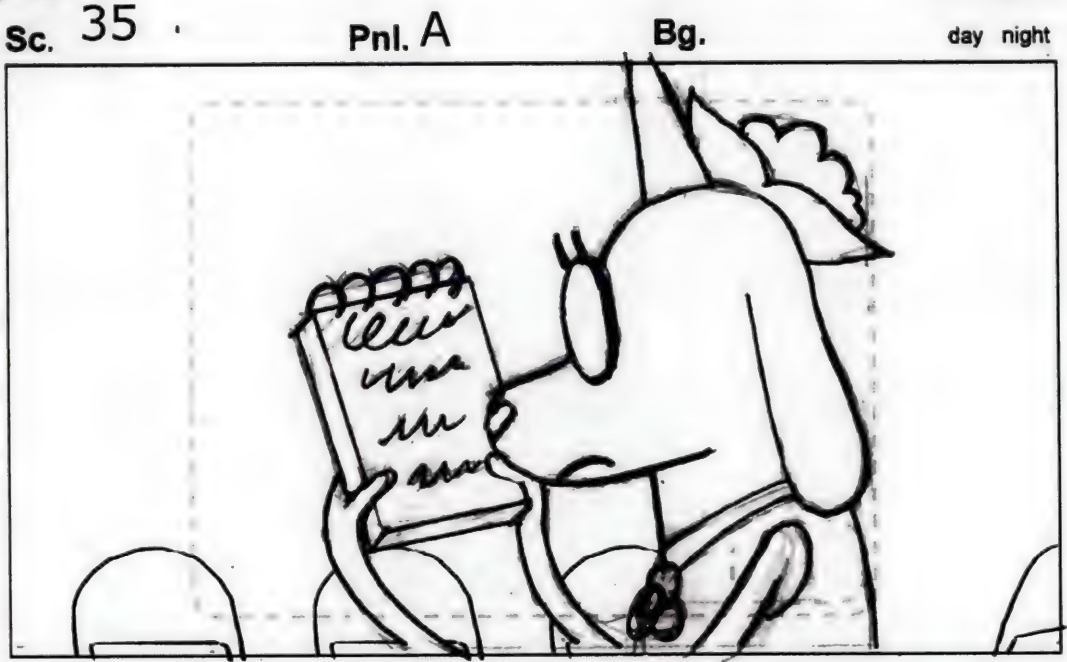
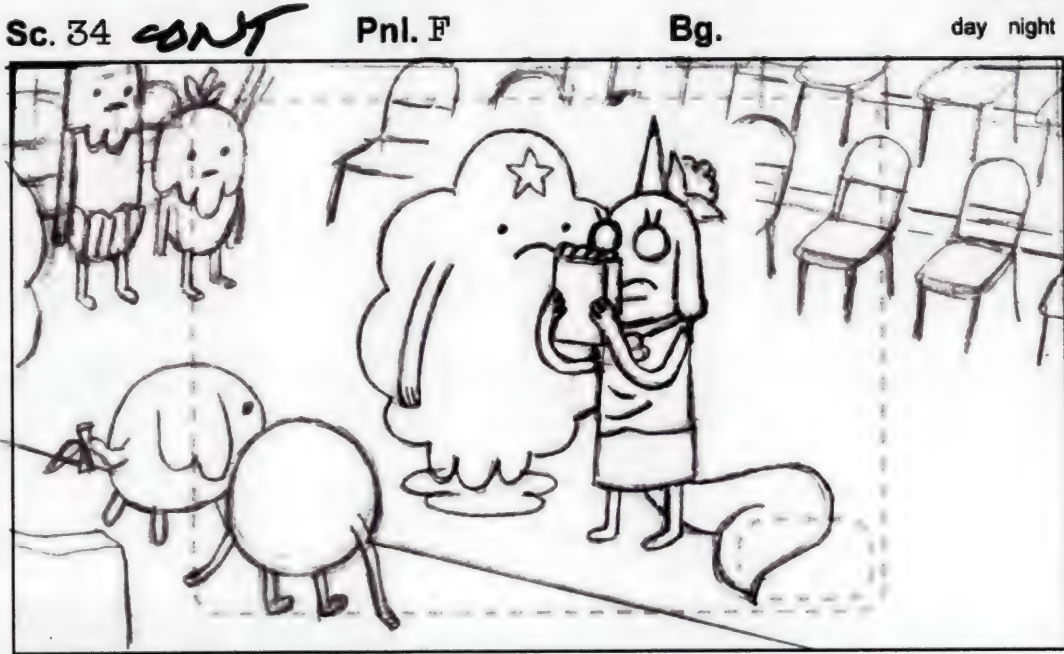
1034/223

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ADVENTURE TIME



Dialog:	<u>V.</u> Hmmm.	
Action:	Viola grabs notebook and looks at it.	Close on Viola looking at LSP's notebook. The writing is illegible.
Timing:	JUN 09 2015	

1034-223
EPISODE #
Production :

ADVENTURE TIME



Page 88

Sc. 36

Guy

Pnl. A

Bg.

day night



Sc. 36

cont

Pnl. B

Bg.

day night



Dialog:

Action:

cont. Viola looking at notebook.

Viola lowers notebook.

JUN 09 2015

Timing:

1034-223

EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME



Page 89

Sc. 36 *cont*

Pnl. C

Bg.

day night



Sc. 36 *cont* Pnl. D

Bg.

day night



Dialog: Viola: You were WRAPPING IT UP SO
WE COULD GET BACK TO REHEARSAL.

LSP: OKAY,

Action: Viola makes a guess at what was written in the notebook --
it's time to end the rehearsal?

LSP ignores Viola, and claps her hands to continue
the rehearsal.

JUN 09 2015

Timing:

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EPISODE #

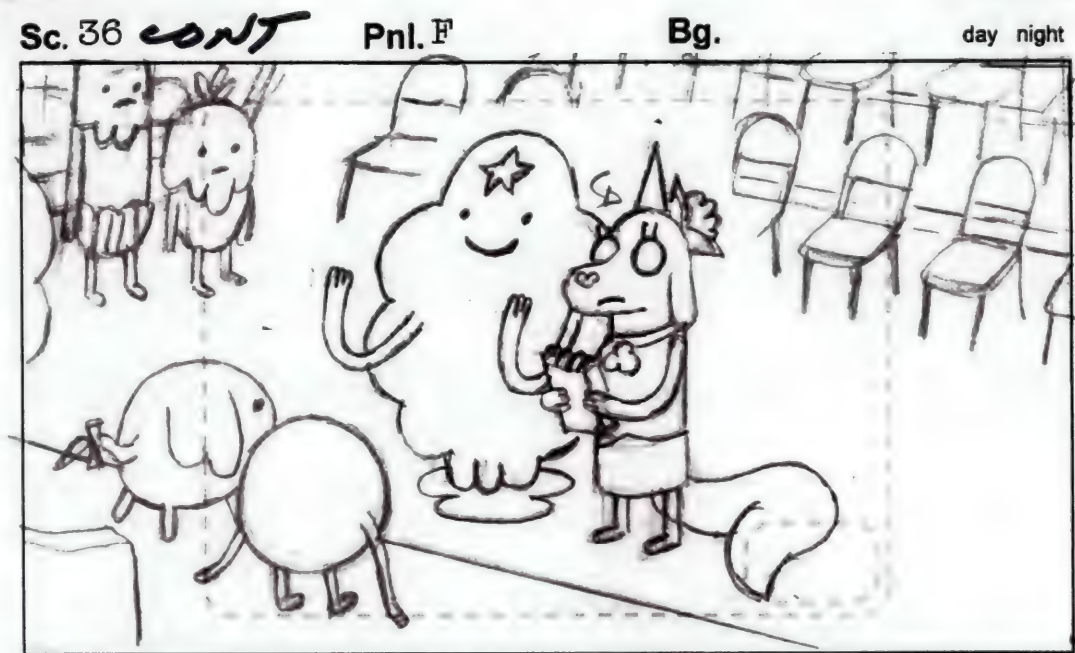
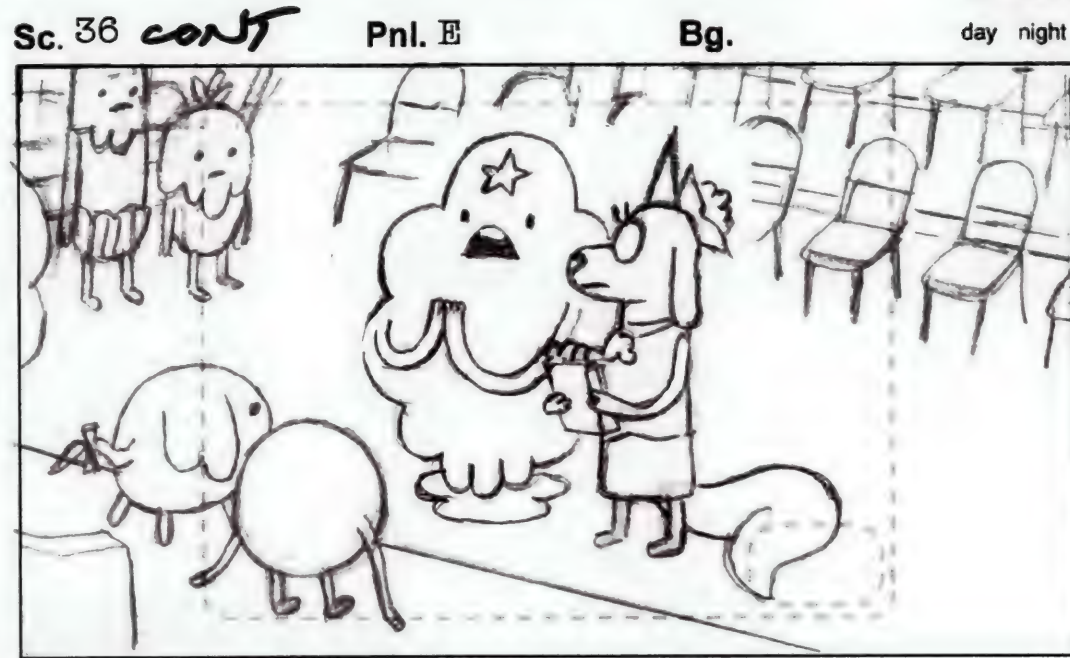
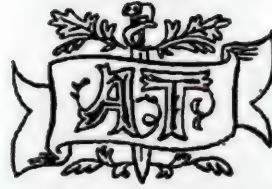
1034/223

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ADVENTURE TIME



Dialog:	LSP: --- LET'S REHEARSE!
Action:	cont. LSP clapping hands.
Timing:	

JUN 09 2015

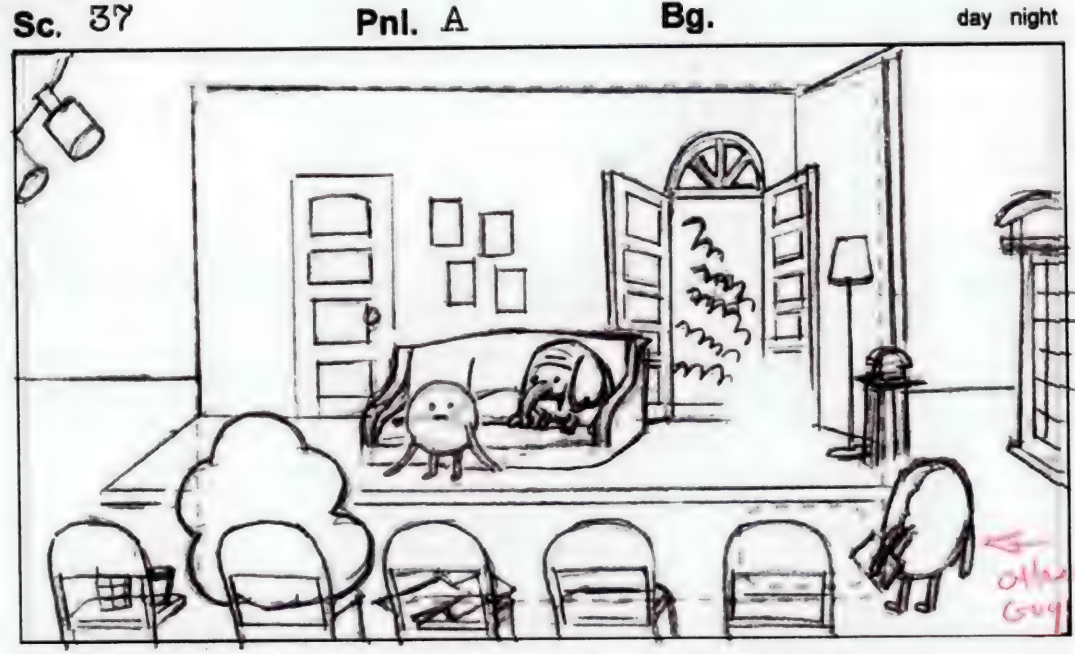
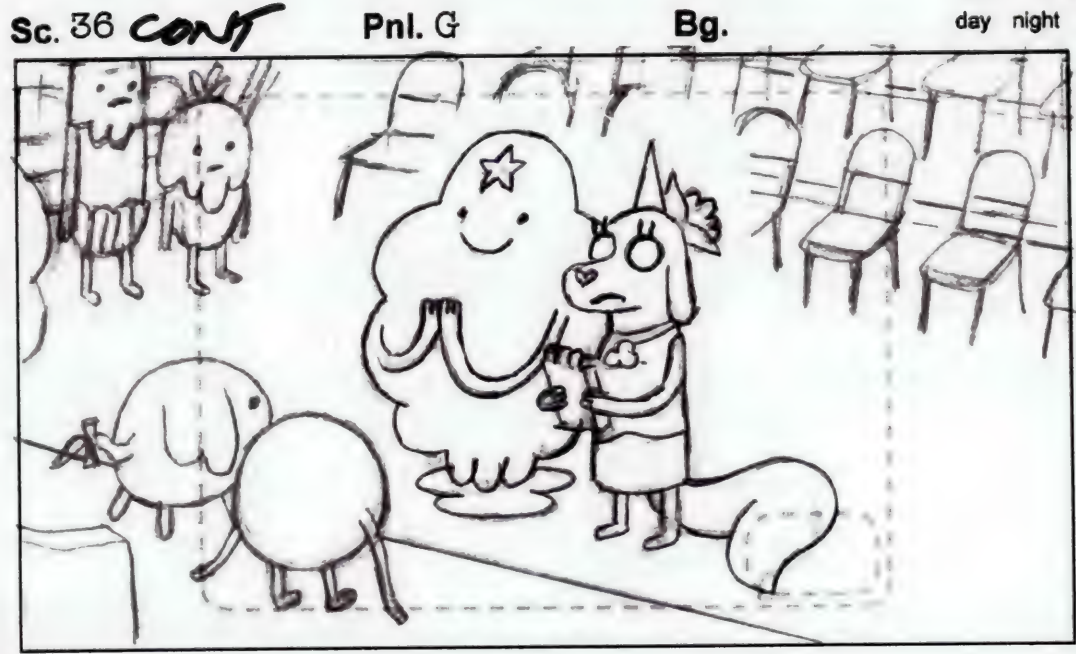
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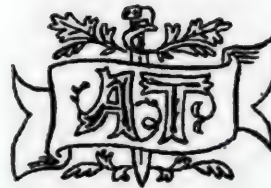
ADVENTURE TIME



Dialog:	
Action:	Wide on the stage. LSP watches the rehearsal. A script girl (or boy) is standing near the chairs.
Timing:	JUN 09 2015

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Production :
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ADVENTURE TIME



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Sc.

Pnl.

Bg.

day night

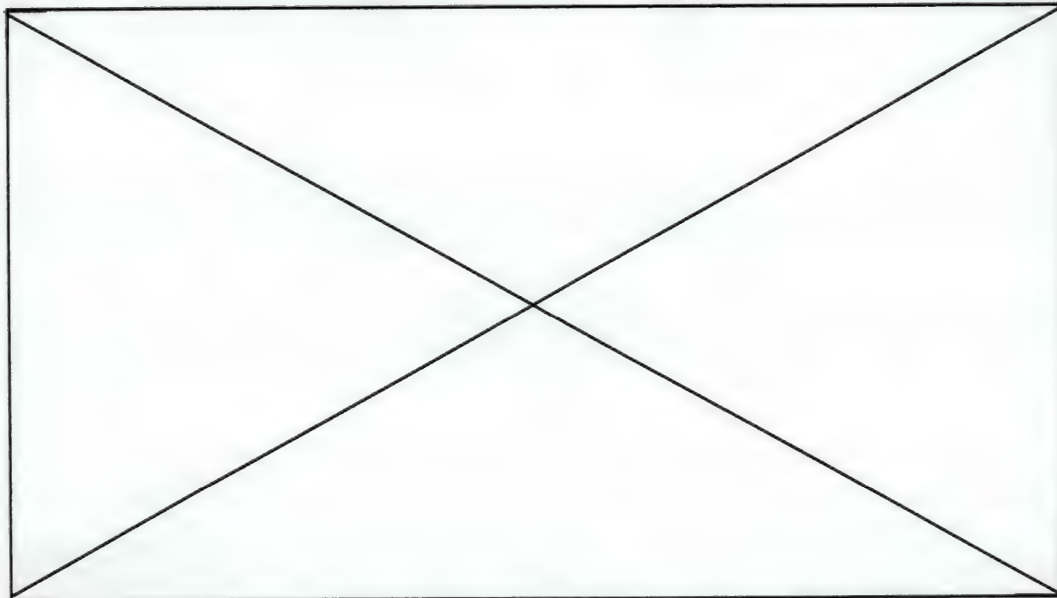
Sc. 37

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

— Crunchy turns to Tree Trunks.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



Sc. 37 *CONT* Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog: Crunchy: Mr. Cramforth will be

Action: Crunchy says his line.

Timing:

JUN 09 2015

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EPISODE #
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Production :

ADVENTURE TIME



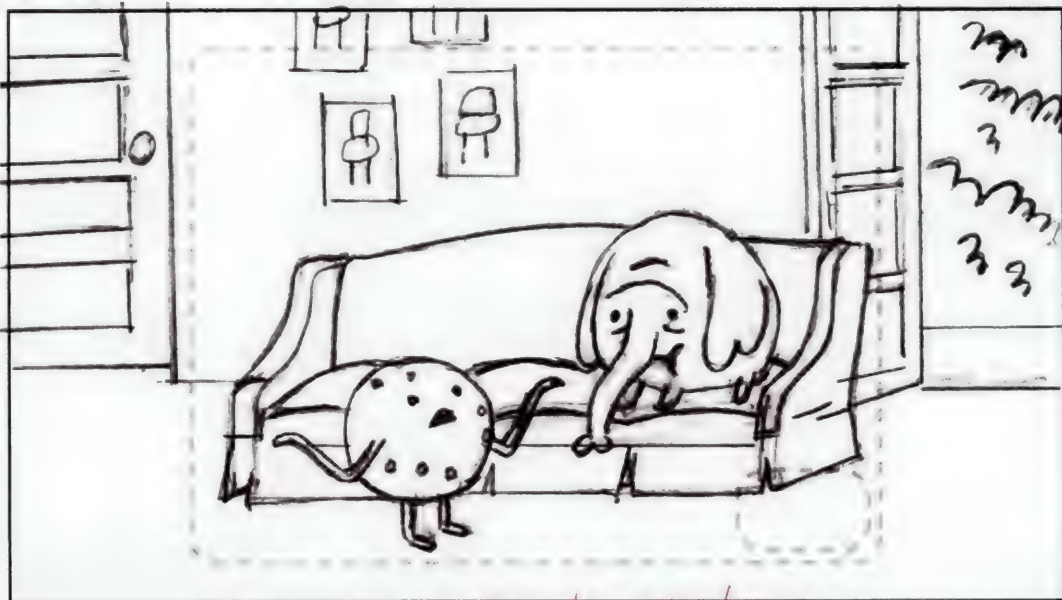
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Sc. 38

Pnl. A

Bg.

day night



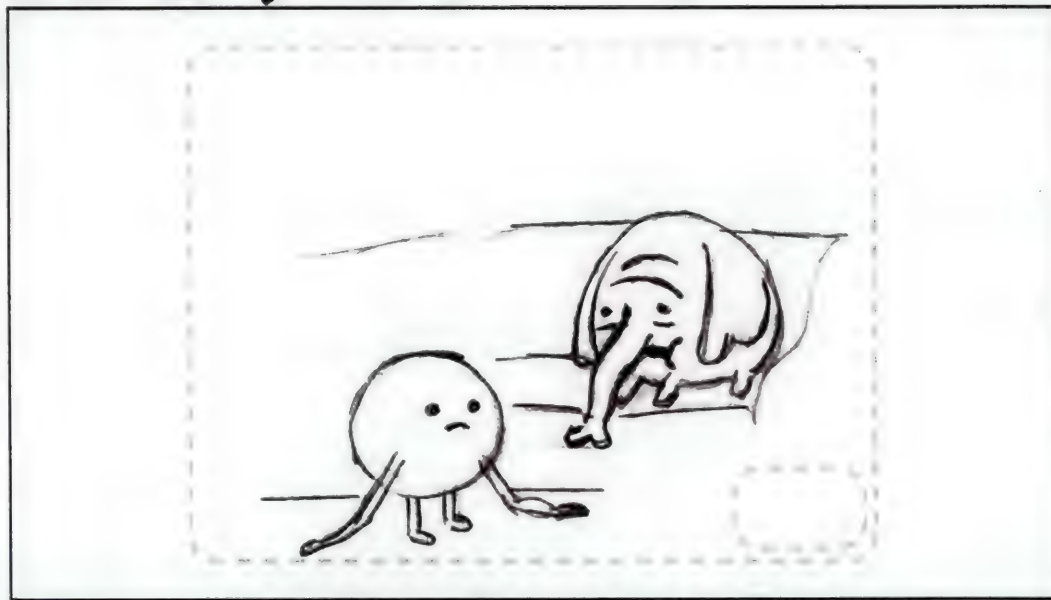
Sc. 38

cont

Pnl. B

Bg.

day night



Dialog:

Drummed off he
Crunchy: --- walks to the cottage from the station.

TT: Poor suffering Nigel!

Action:

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME

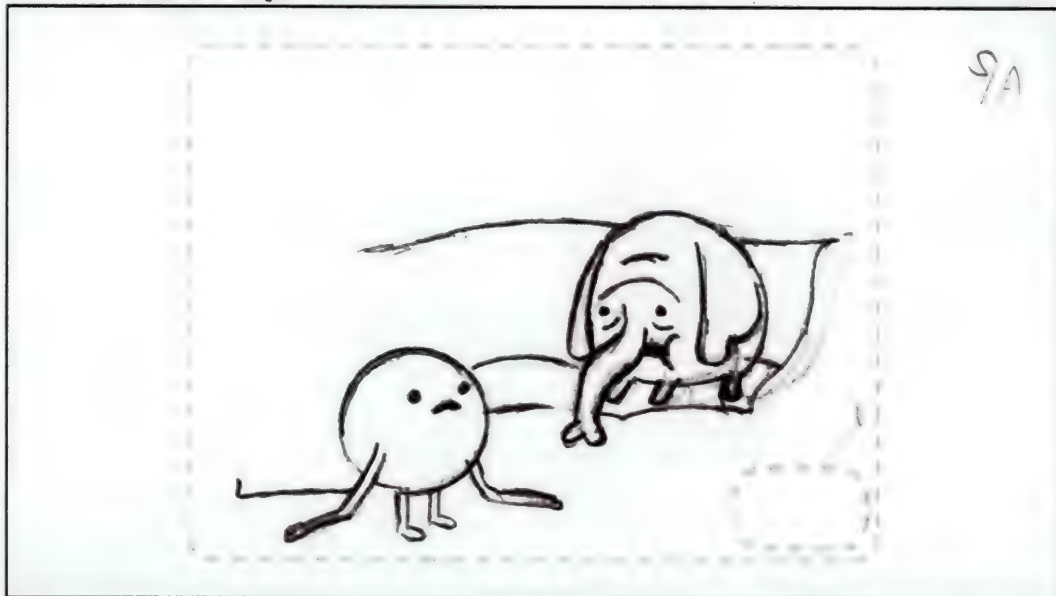


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Sc. 38 *CONT* Pnl. C

Bg.

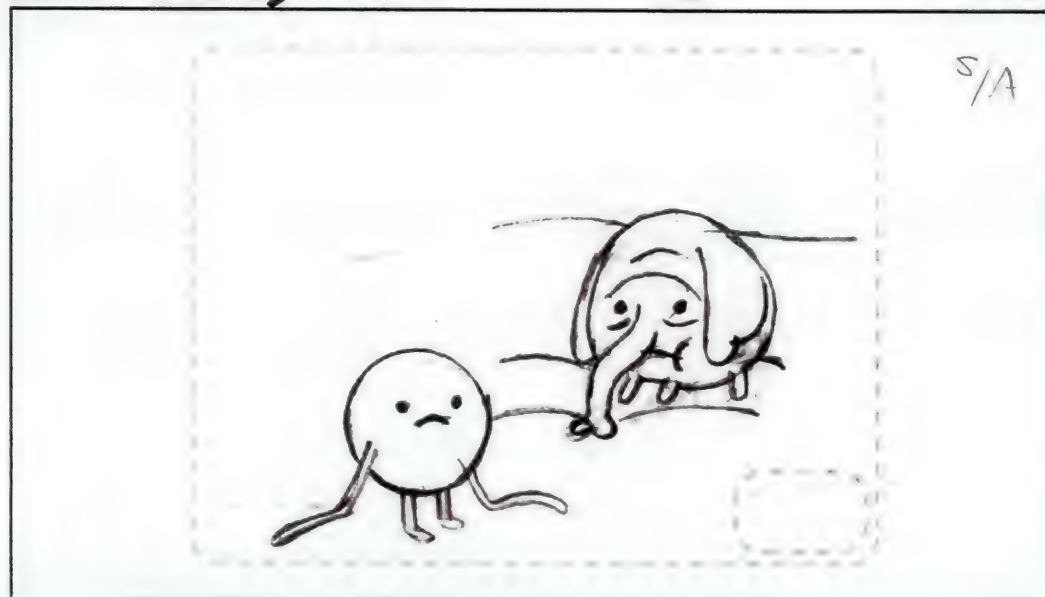
day night



Sc. 38 *CONT* Pnl. D

Bg.

day night



Dialog: TT: Um...

LSP (O/S): "BUT HE..."

Action: Tree Trunks has trouble remembering her line.

Crunchy and Tree Trunks look toward LSP, who is prompting Tree Trunks.

JUN 09 2015

Timing:

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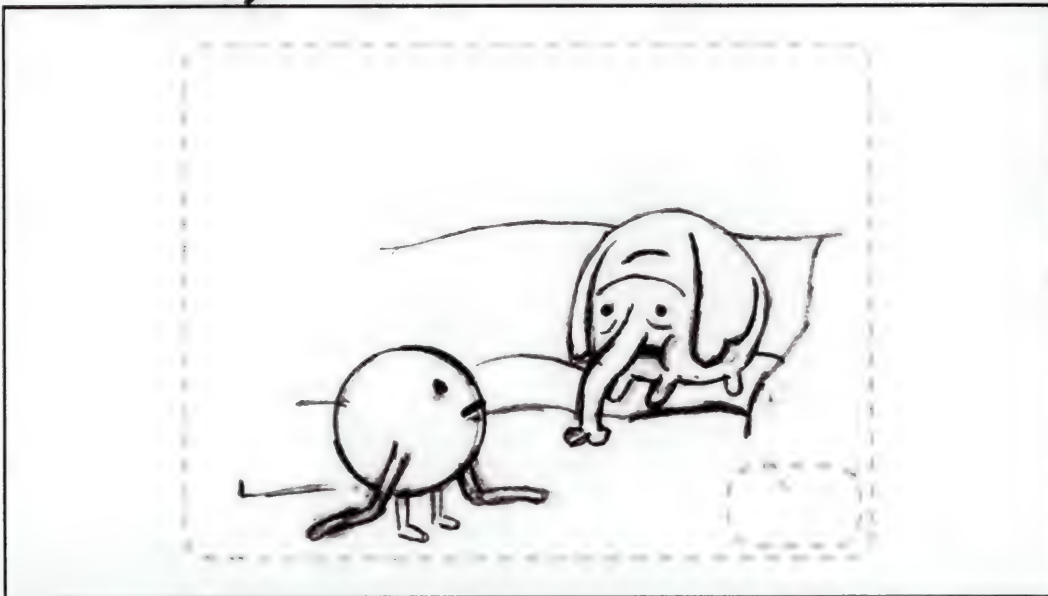
Production :

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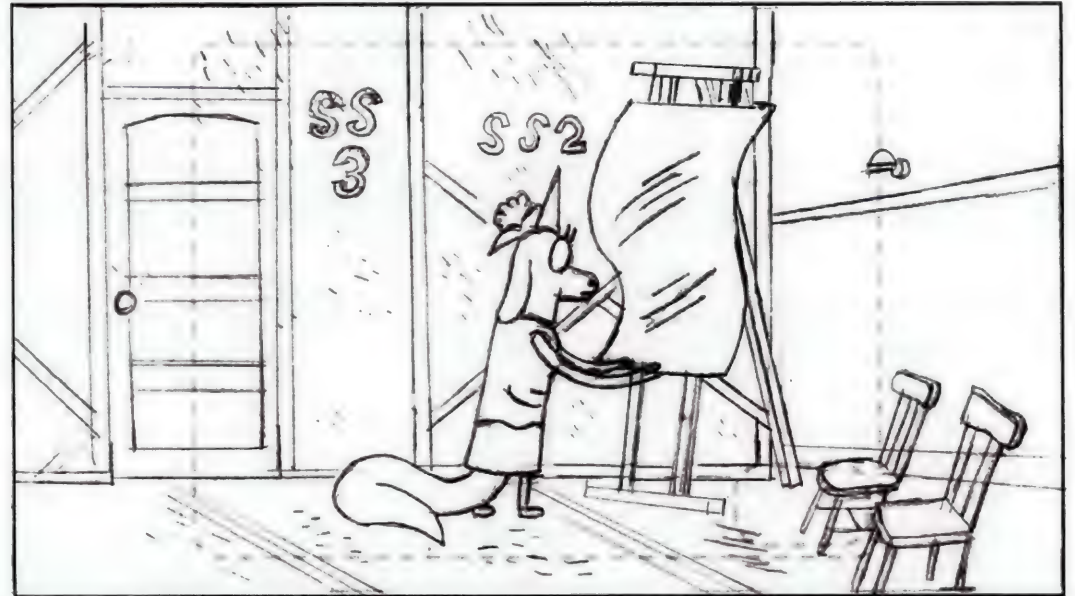
ADVENTURE TIME



Sc. 38 *CONT* Pnl. E Bg.



Sc. 39 Pnl. A Bg. day night



<p>Dialog:</p> <p><u>TT</u>: But he is so awfully amusing.</p>	<p><u>SFX</u>: Boom-mm-mm! [Thunder]</p>
<p>Action:</p> <p>Tree Trunks continues her line.</p>	<p>— Viola is backstage, waving a piece of sheet metal to make a thunder sound effect.</p> <p>'A' pose.</p> <p>JUN 09 2015</p>
<p>Timing:</p>	

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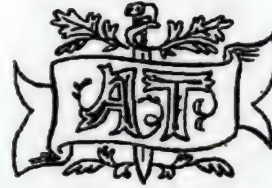
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Production :

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ADVENTURE TIME



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Sc. 39 *cont* Pnl. B

Bg.

day night



Sc. 39 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

cont. Viola making thunder sound effects.

into settling the piece of sheet metal...

'B' pose.

JUN 09 2011

Timing:

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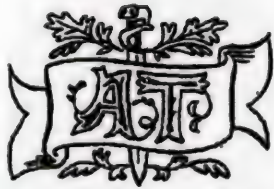
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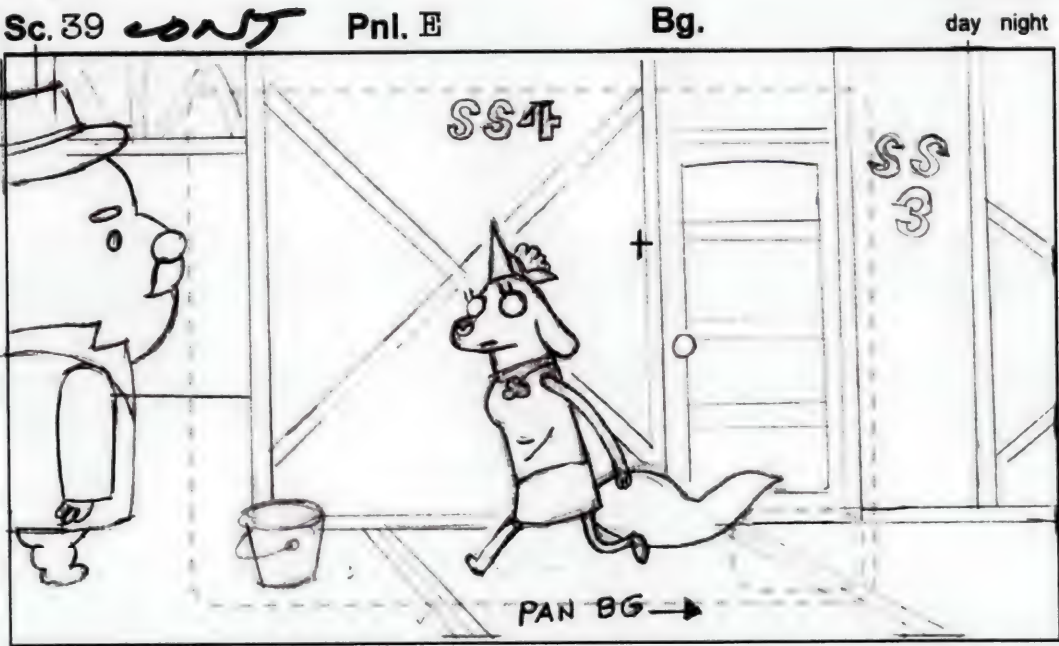
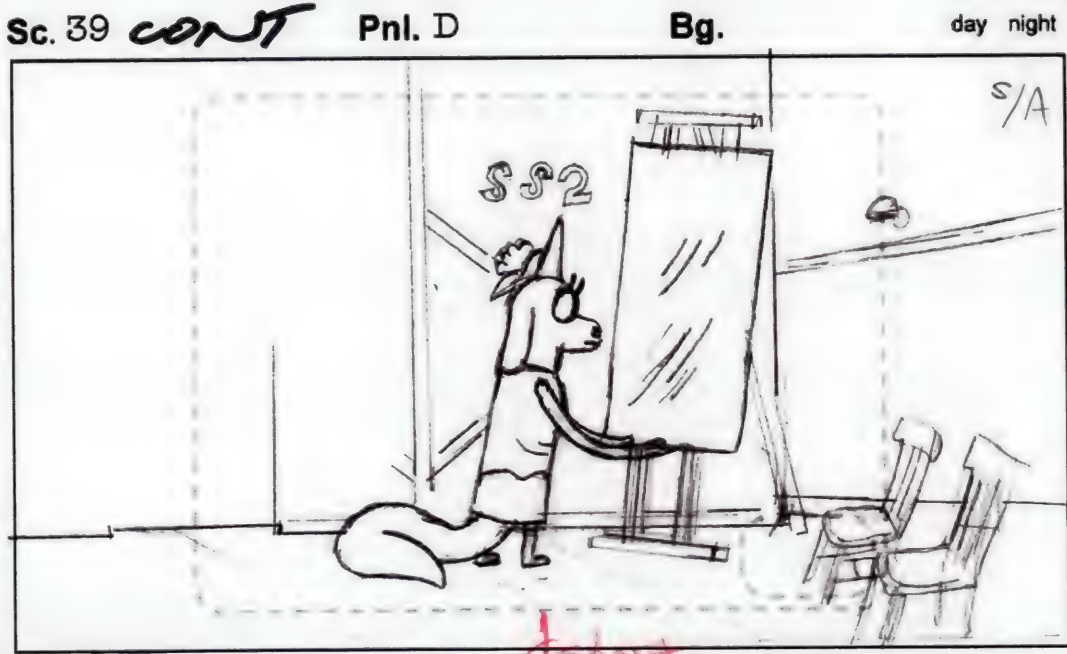
Production :

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ADVENTURE TIME



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Dialog:

Action: settle. (D1) + (D2) + (D3) Pan w. Viola running to Mr. Cupcake.

Timing:

JUN 09 2013



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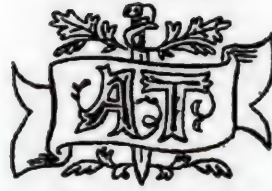
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ADVENTURE TIME



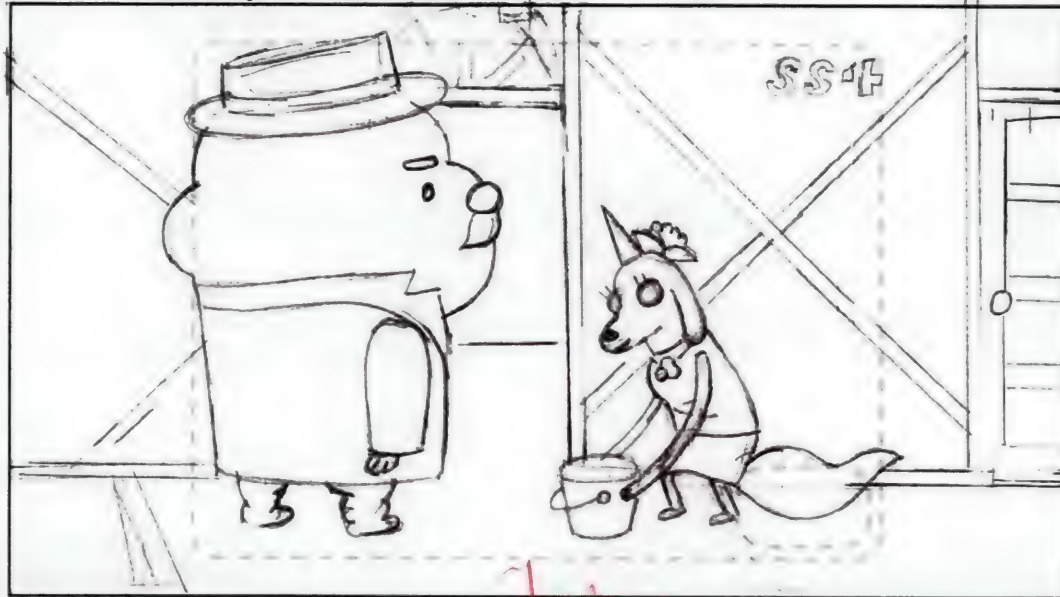
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Sc. 39 *cont*

Pnl. F

Bg.

day night



Sc. 39 *cont*

Pnl. G

Bg.

day night



Dialog:

SFX: Splash!

JUN 09 2015

(GI)

Action: Viola picks up bucket of water.

Viola splashes water on Mr. Cupcake to create a 'rain' effect on his overcoat.

Timing:



Production :

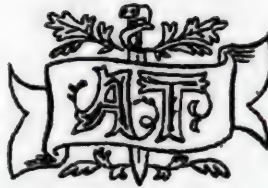
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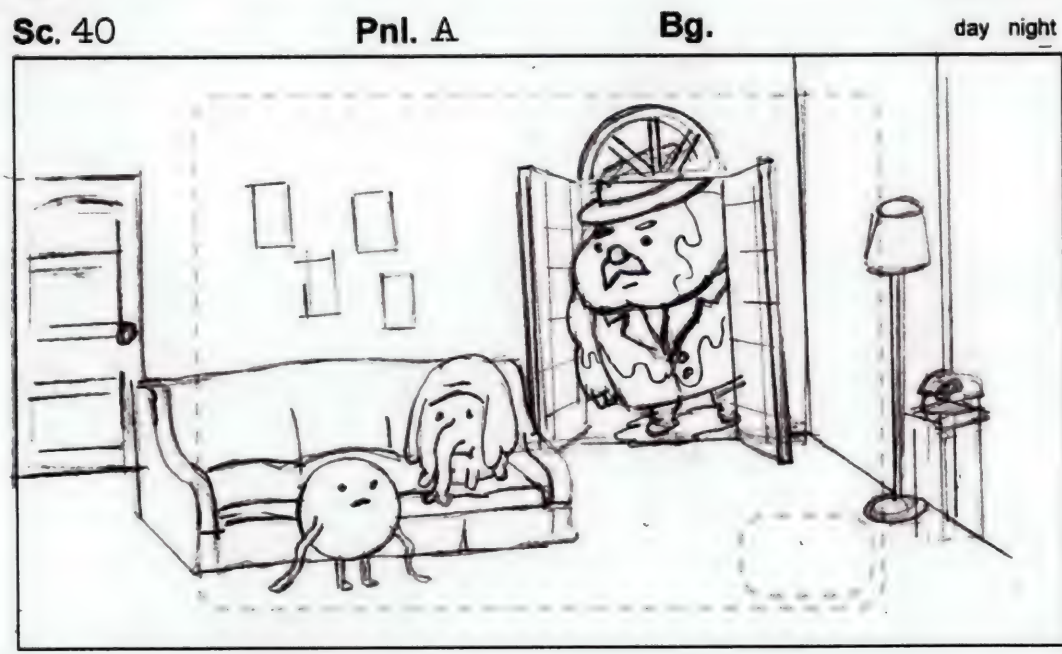
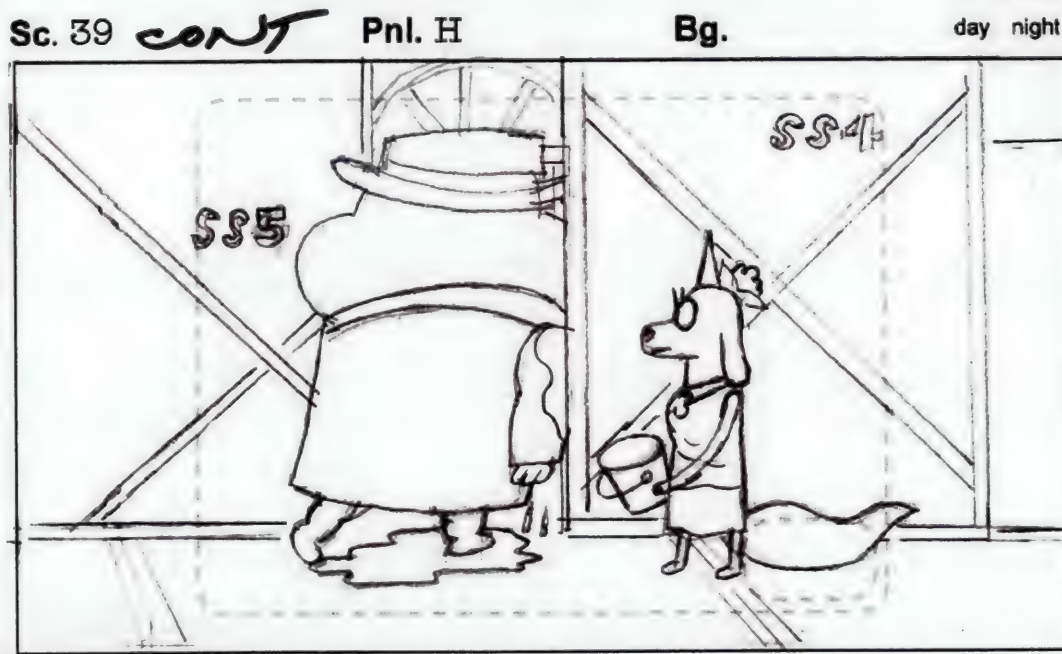
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1034/223

ADVENTURE TIME



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Dialog:	<p><u>SFX:</u> Scrunch! (vo) mc. Coming Down</p> 	<p><u>SFX:</u> Scrunch! <i>mc</i> Like CATS</p>
Action:	<p>Mr. Cupcake pushes through the prop door, which is too small for him.</p>	<p>From LSP pov -- Mr. Cupcake enters the set.</p> <p>JUN 09 2015</p>
Timing:		

1034/223

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EPISODE #

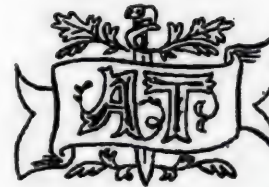
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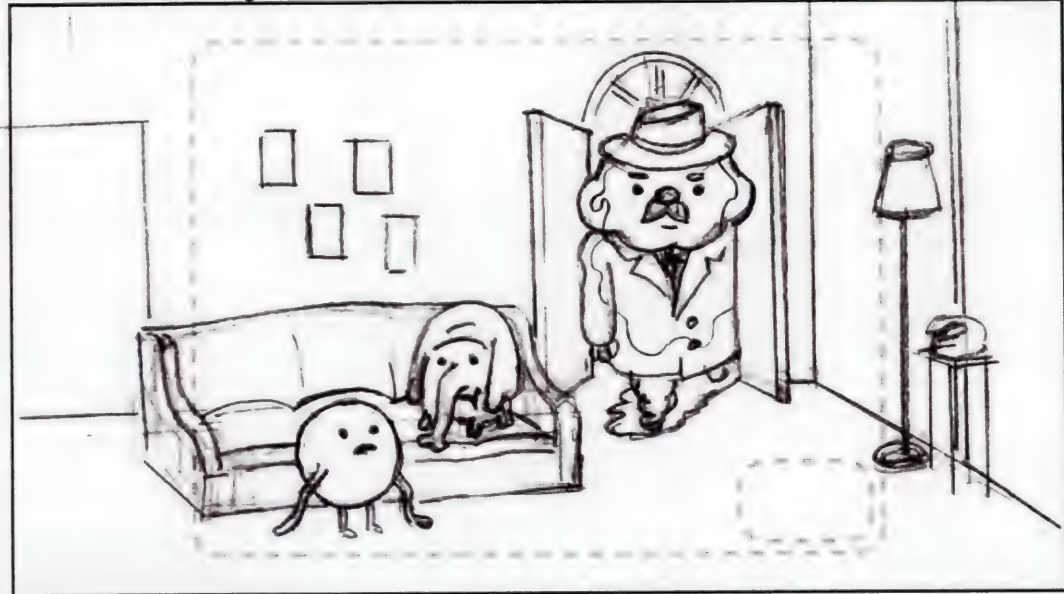
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Sc. 40 *CONT*

Pnl. B

Bg.

day night

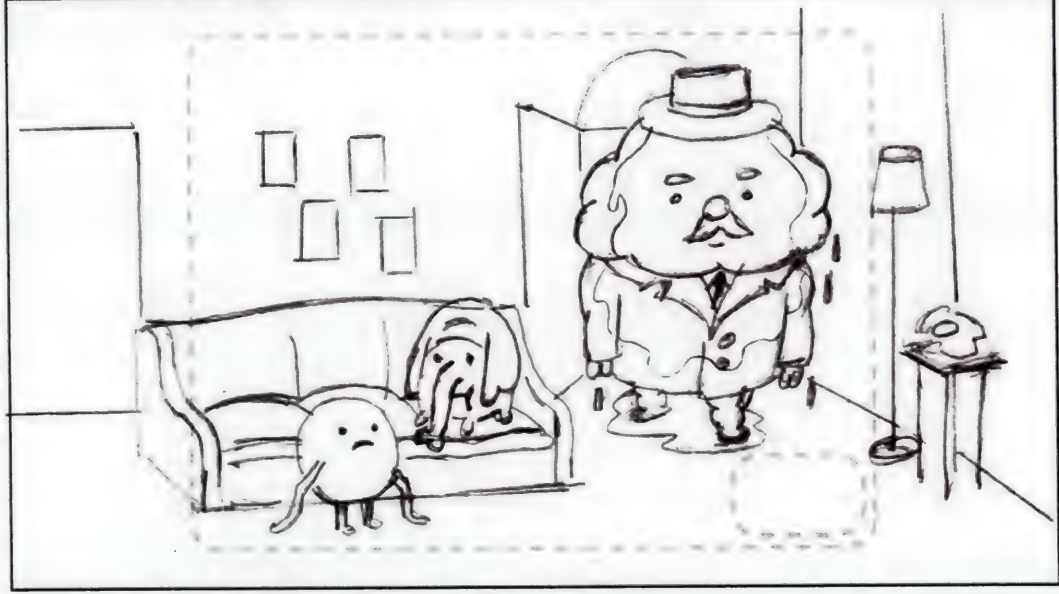


Sc. 40 *CONT*

Pnl. C

Bg.

day night



Dialog:	<u>SFX:</u> Clomp ... <i>mc.</i> <i>and</i>	<u>SFX:</u> ... clomp clomp clomp ... <i>mc.</i> <i>Dogs</i>
Action:	cont. Mr. Cupcake entering the set.	
Timing:	JUN 09 2015	

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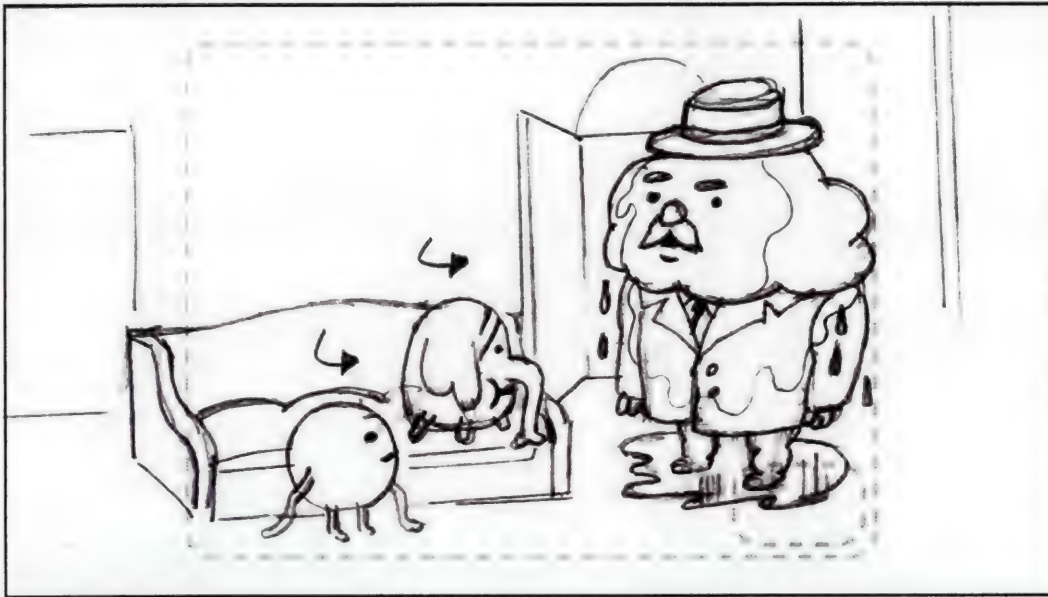
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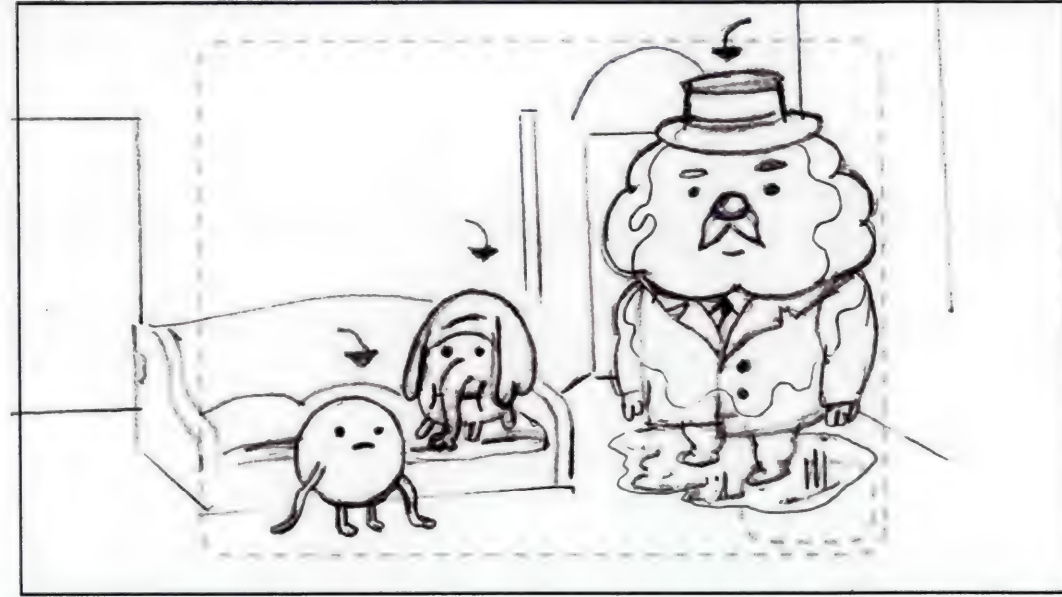


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Sc. 40 *cont* Pnl. D Bg. day night



Sc. 40 *cont* Pnl. E Bg. day night



<p>Dialog: <u>Mr. C:</u> ~ Reminds me of the rain we had when ---</p> <p><u>LSP:</u> TOO MUCH ---</p>	<p><u>LSP:</u> --- WATER ON THE COAT!!</p>
<p>Action: Mr. Cupcake turns to Tree Trunks and pronounces his first line.</p>	<p>The actors turn to LSP, who is shouting directions.</p>
<p>Timing:</p>	<p>JUL 6 9 2015</p>

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EPISODE #

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Production :

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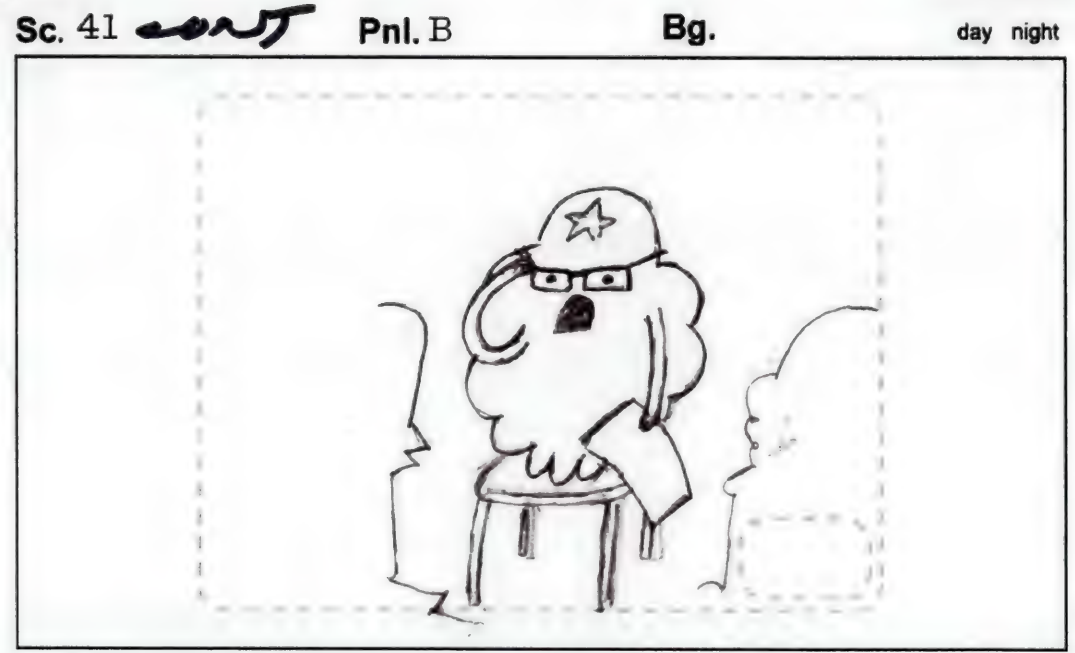
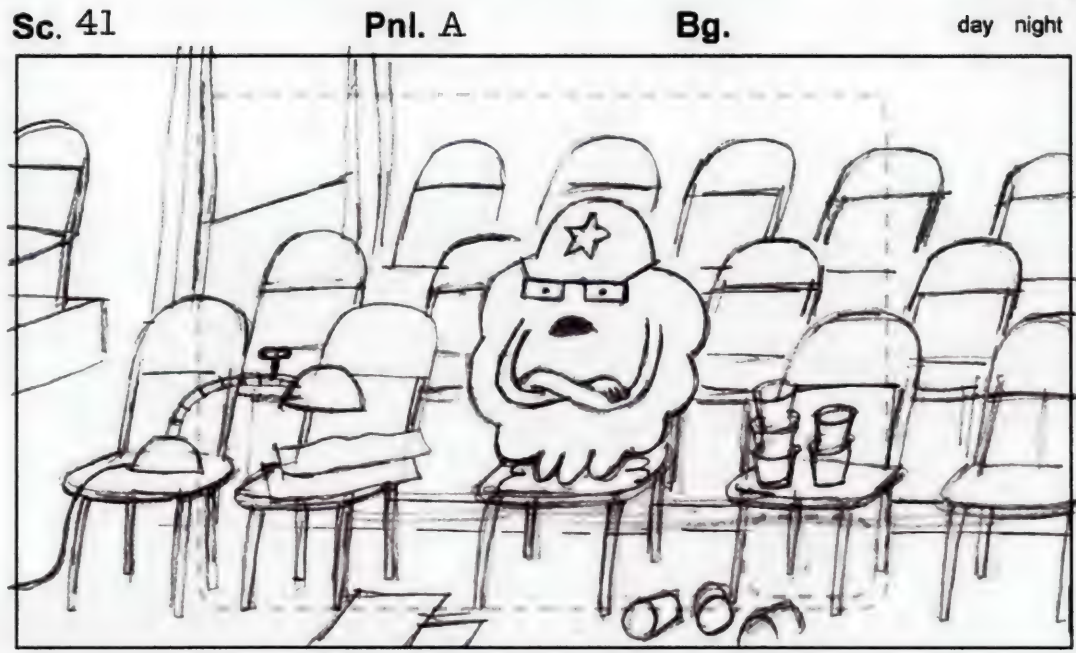
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ADVENTURE TIME



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Dialog: <u>LSP</u> : It's ---		<u>LSP</u> : --- not ---
Action: On LSP (wearing reading glasses).		JUN 09 2015
Timing:		

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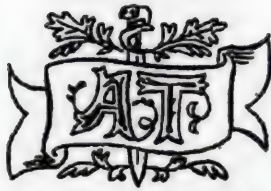
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Production :

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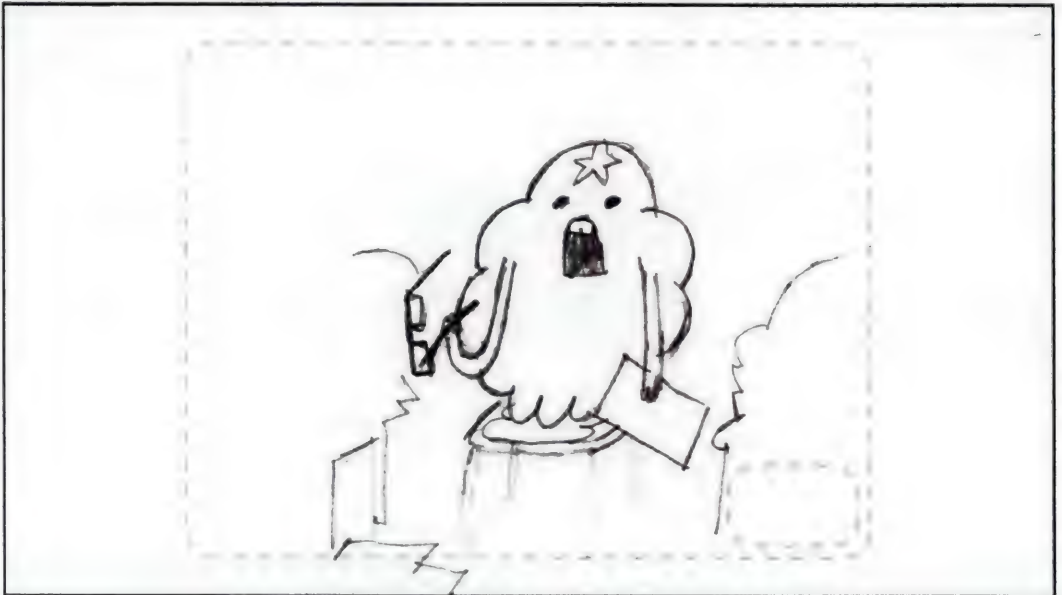
ADVENTURE TIME



Sc. 41 *cont* Pnl. C Bg. day night



Sc. 41 *cont* Pnl. D Bg. day night



Dialog: <u>LSP</u> : --- a hurricane!		<u>LSP</u> : AGAIN!	
Action: LSP removes her reading glasses.		LSP shouts to Viola, who is backstage.	
Timing:		JUN 09 2h15	

EPISODE # 1034-223

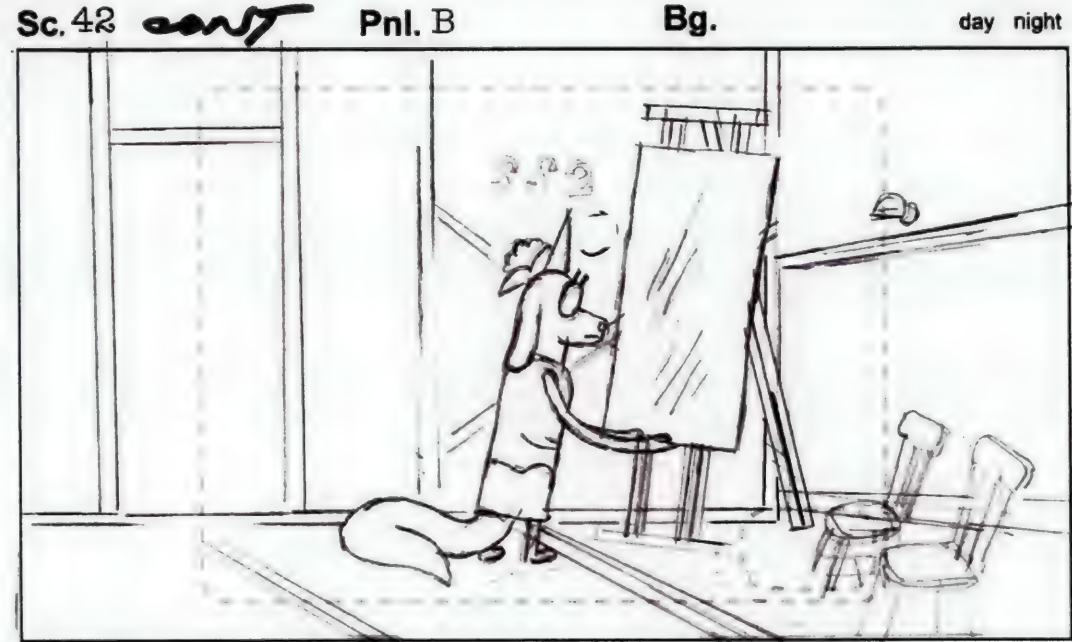
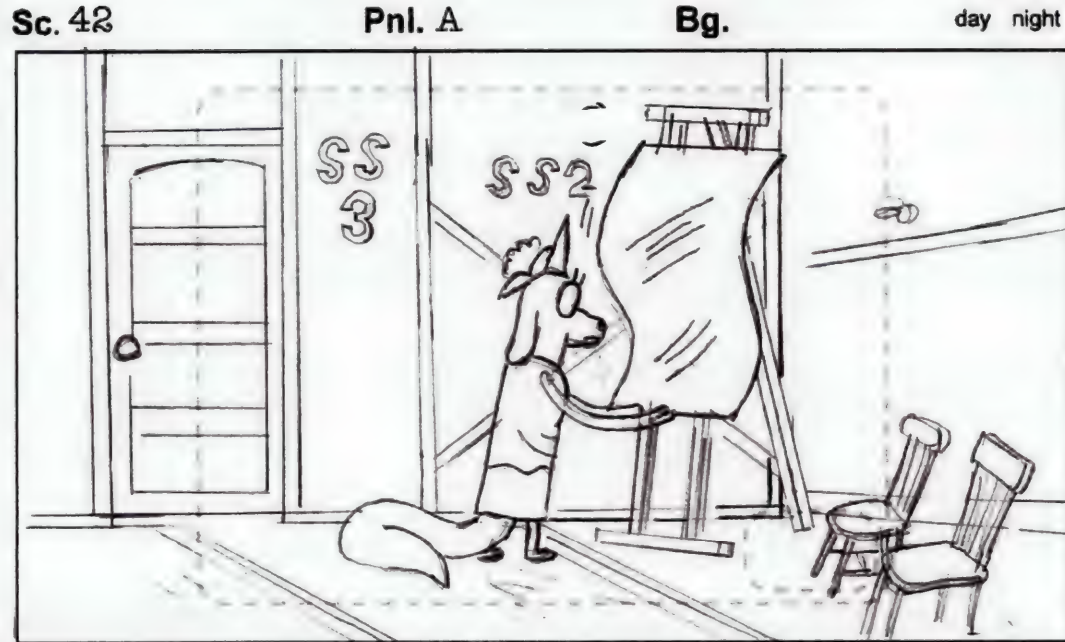
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Production :

ADVENTURE TIME



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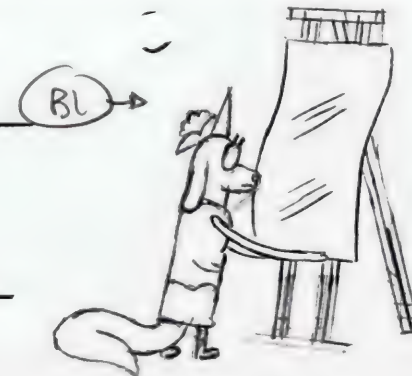
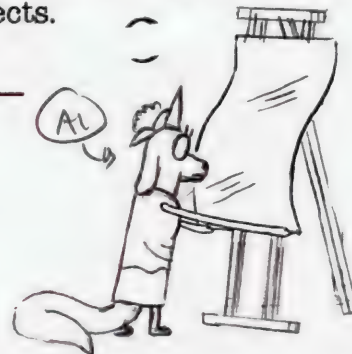


Dialog: SFX: Boom-mm-mm!

Action: Cut to: Rehearsal has resumed, and Viola is making more thunder sound effects.

settle sheet of metal.

Timing:



JUN 09 2015

Production :

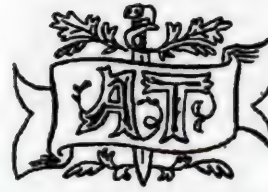
1034-223

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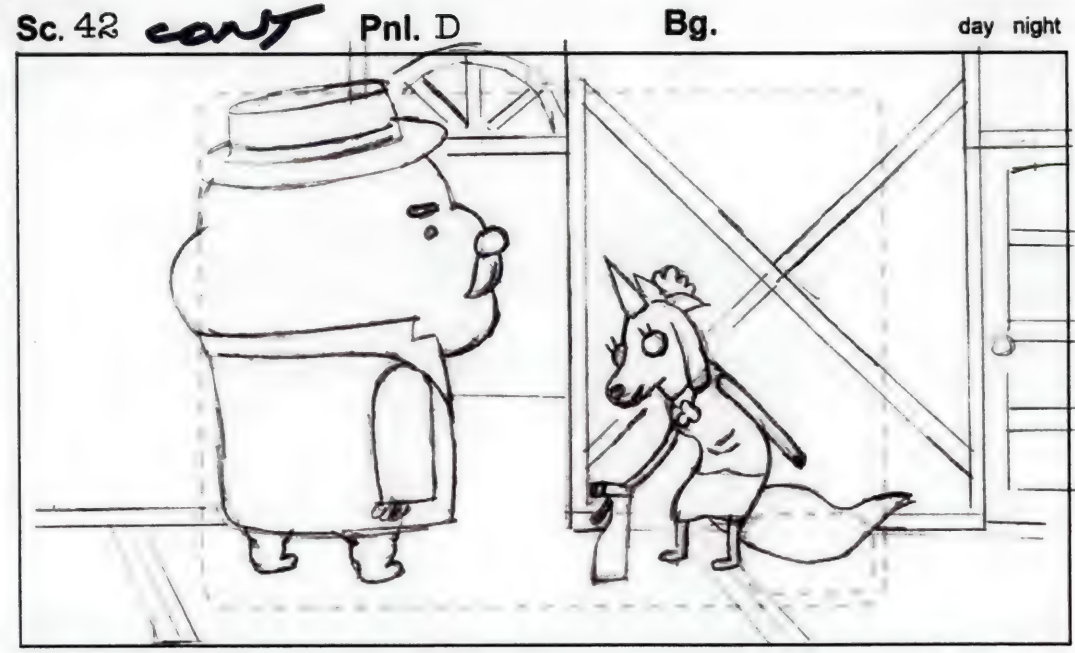
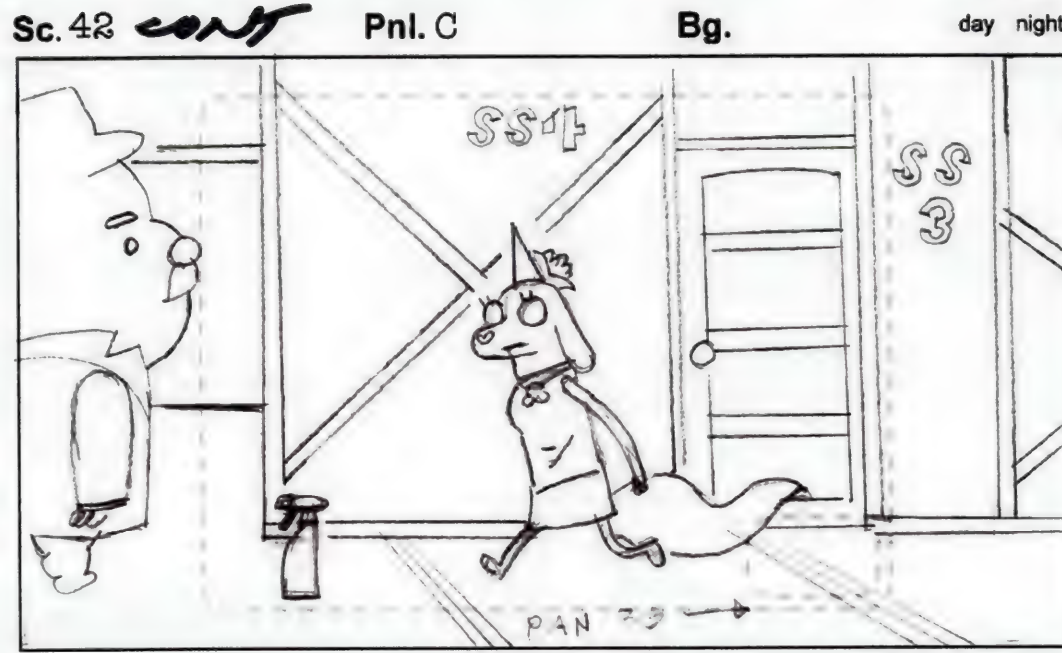
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ADVENTURE TIME



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Dialog:	
Action: pan w. Viola.	Viola picks up a spray bottle of water.
JUN 09 2015	
Timing:	

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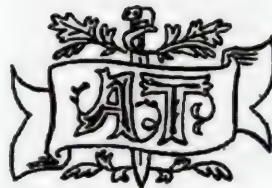
EPISODE # 1034-223

Production :

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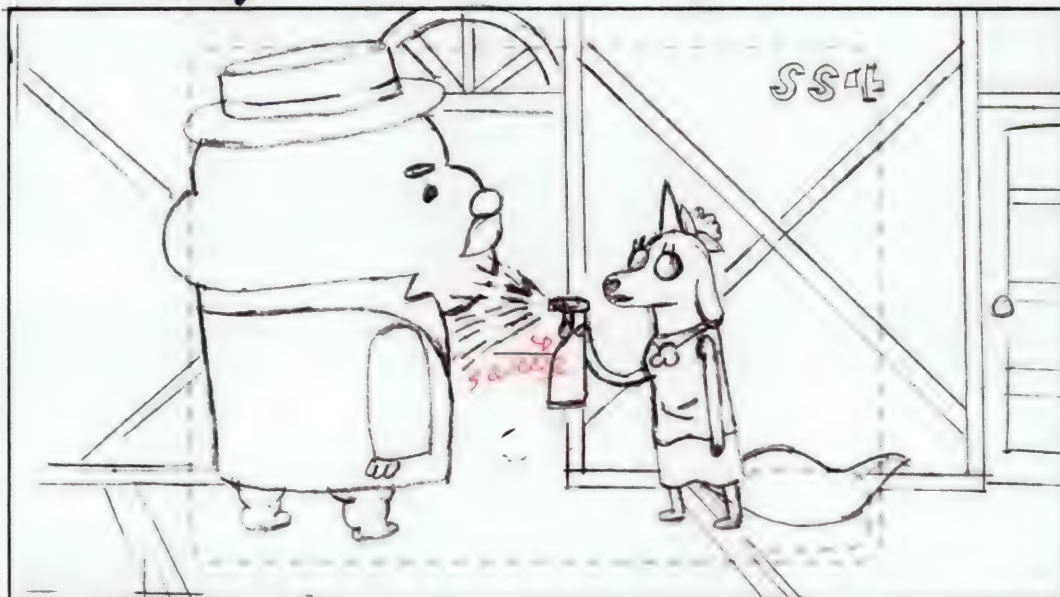
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ADVENTURE TIME



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Sc. 42 *cont* Pnl. E Bg. day night



Sc. 42 *cont* Pnl. F Bg. day night



Dialog: SFX: Spritz spritz spritz spritz

SFX: Scrunch!

Action:
Viola sprays Mr. Cupcake
with a delicate spray of water.

Mr. Cupcake walks onto the set.

JUN 09 2015

Timing:



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EPISODE #

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Production :

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ADVENTURE TIME



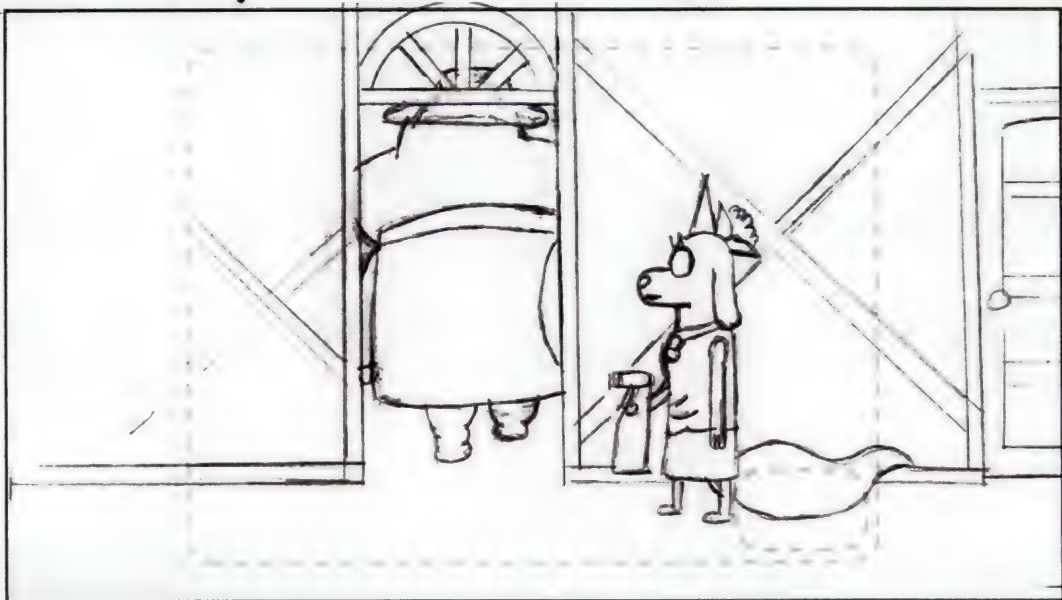
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Sc. 42 *cont*

Pnl. G

Bg.

day night

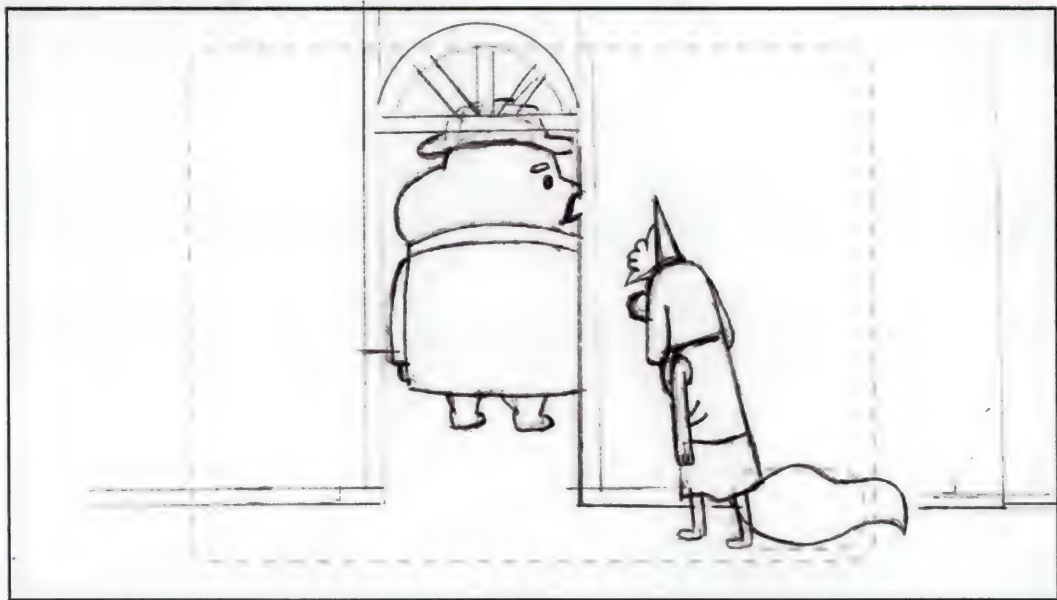


Sc. 42 *cont*

Pnl. H

Bg.

day night



Dialog:

SFX: Clomp clomp clomp clomp

Mr. C: Coming down like cats and ---

Action:

Mr. Cupcake stomps onto the set, to stand beside the couch.

Mr. Cupcake says his line to Tree Trunks.

Timing:

JUN 09 2015

Production :

EPISODE #

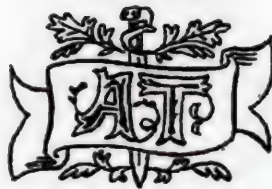
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ADVENTURE TIME



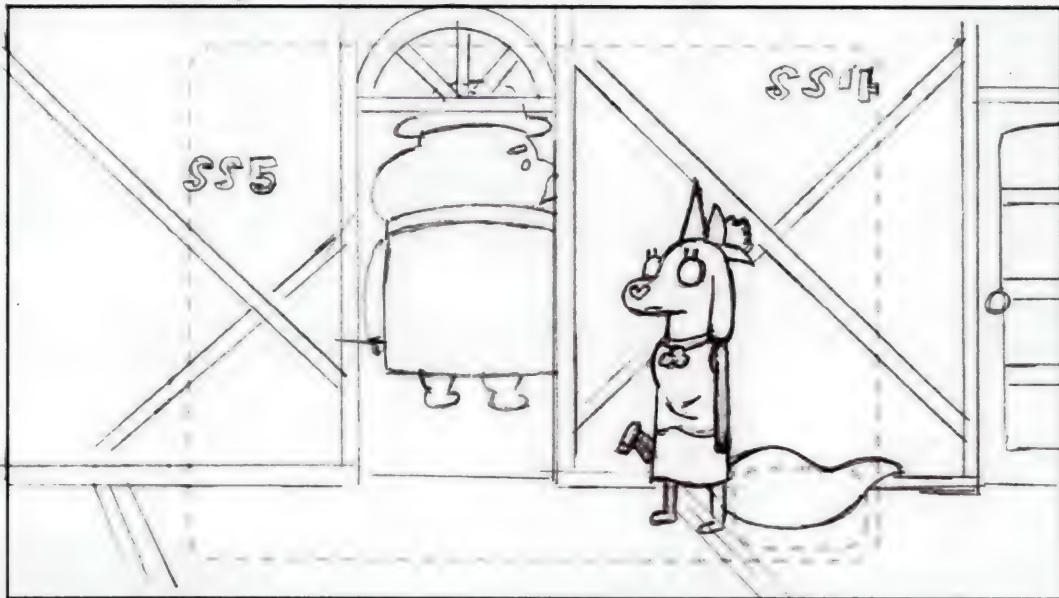
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Sc. 42 *cont*

Pnl. I

Bg.

day night

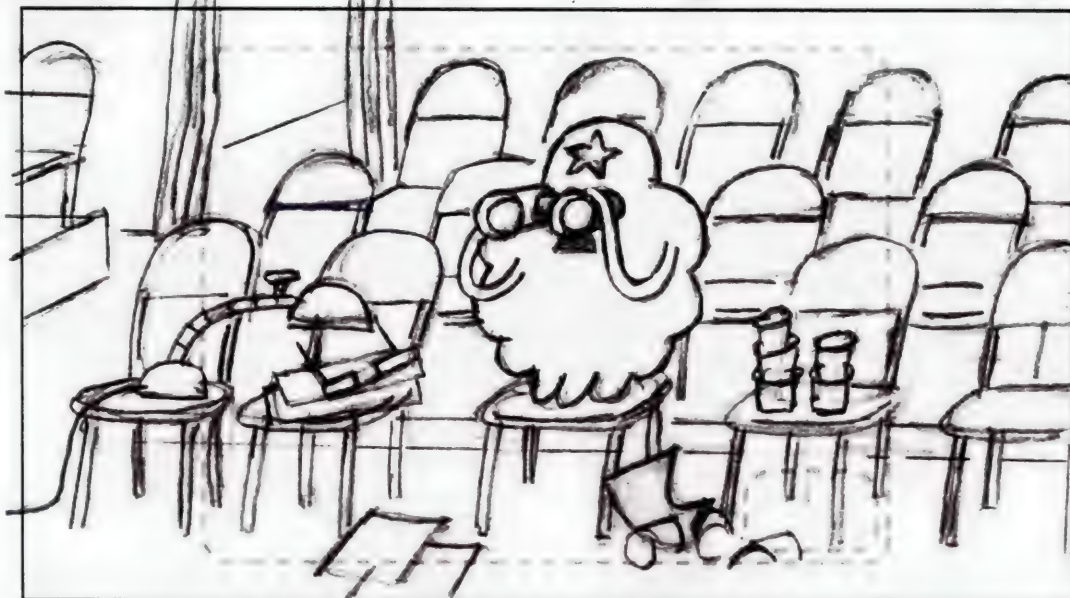


Sc. 43

Pnl. A

Bg.

day night



Dialog:

LSP (O/S): THAT'S TOO LIGHT! IT'S --

LSP: --- NOT A DRIZZLE!

Action:

— On LSP with binoculars, looking at the rain effects on Mr. Cupcake's overcoat.

JUN 09 2016

Timing:

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Production :

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ADVENTURE TIME

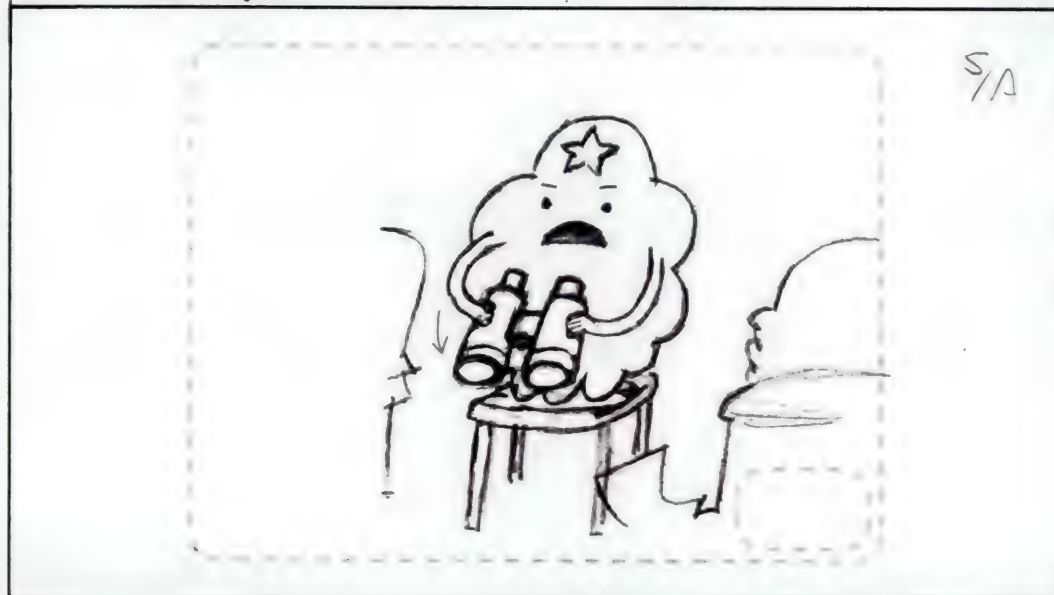


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Sc. 43 *cont* Pnl. B

Bg.

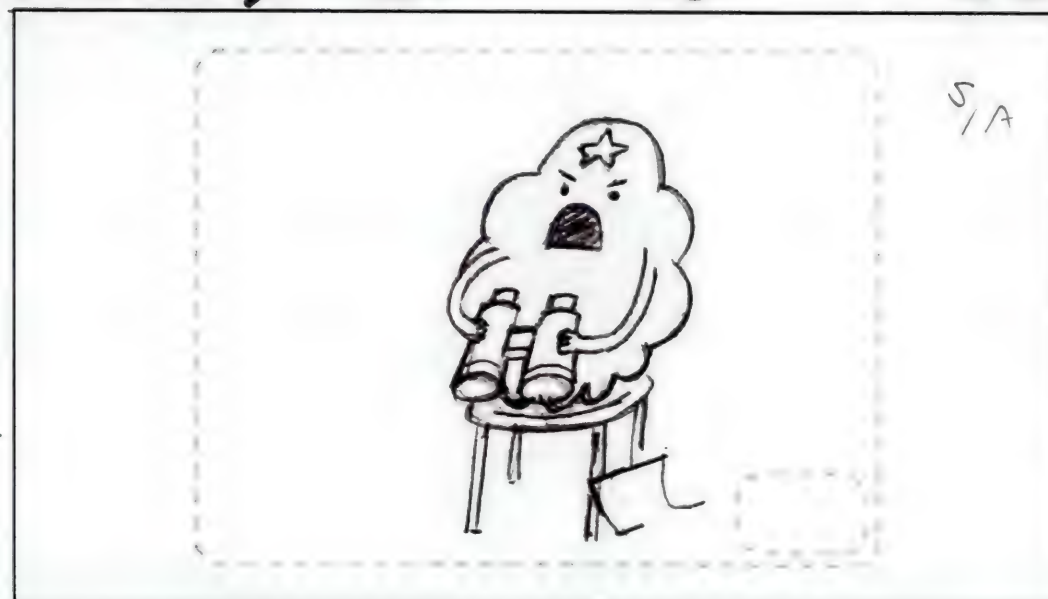
day night



Sc. 43 *cont* Pnl. C

Bg.

day night



Dialog:

LSP: What about 'Summer Showers' don't you ---

LSP: --- understand?

Action:

LSP lowers her binoculars.

LSP shouts to everyone, frustrated.

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Timing:

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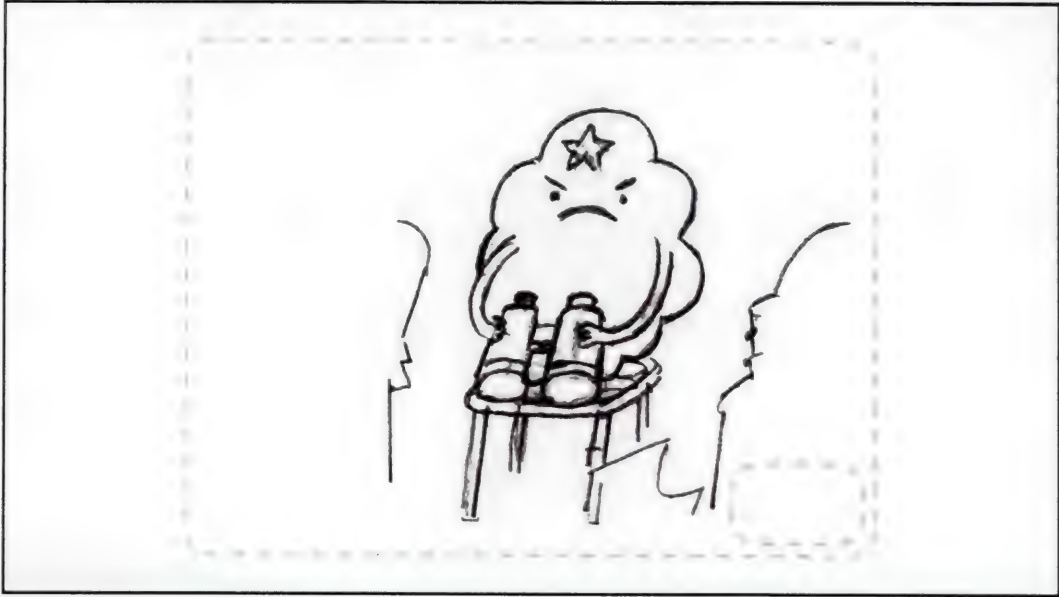
ADVENTURE TIME



Sc. 43 *cont* Pnl. D

Bg.

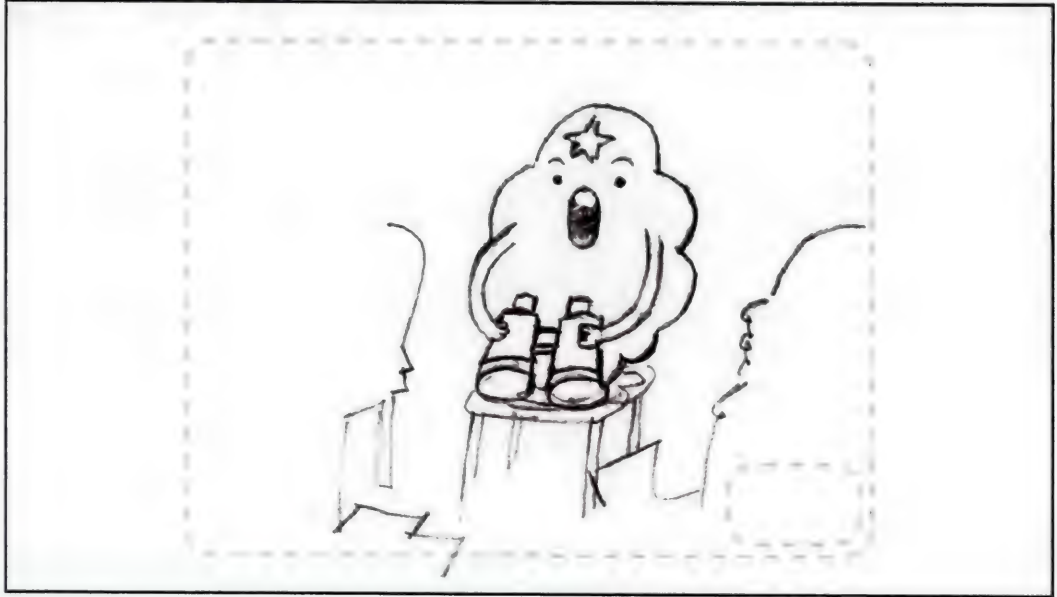
day night



Sc. 43 *cont* Pnl. E

Bg.

day night



Dialog:

LSP: HEY! VIOLA!

Action: Pause LSP. Thinking.

LSP shouts to Viola, who is backstage.

JUN 09 2015

Timing:

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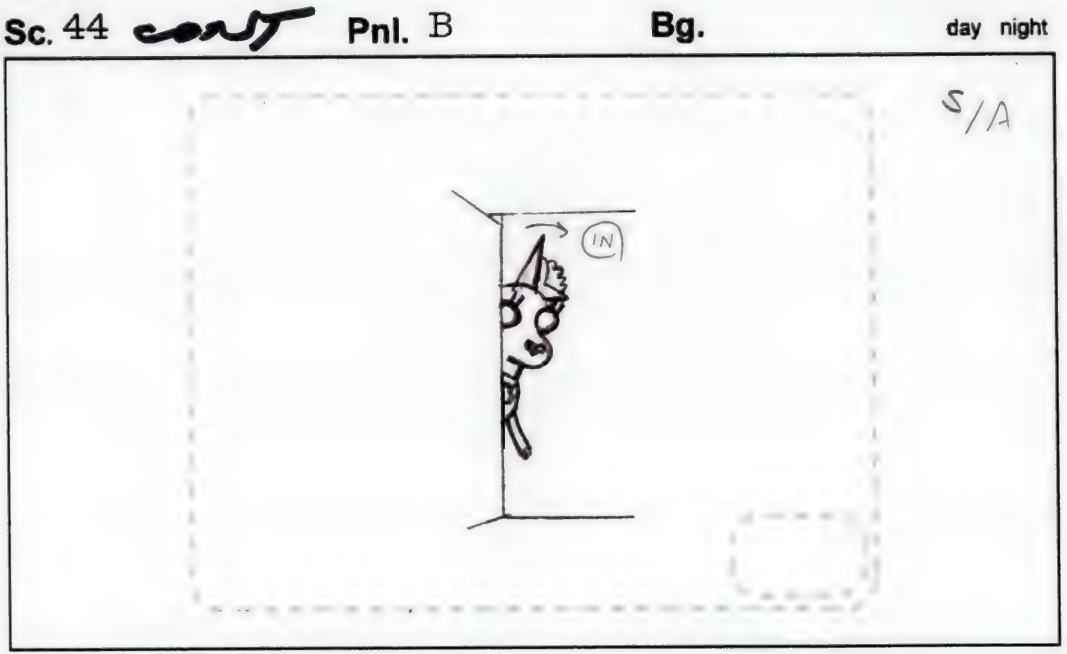
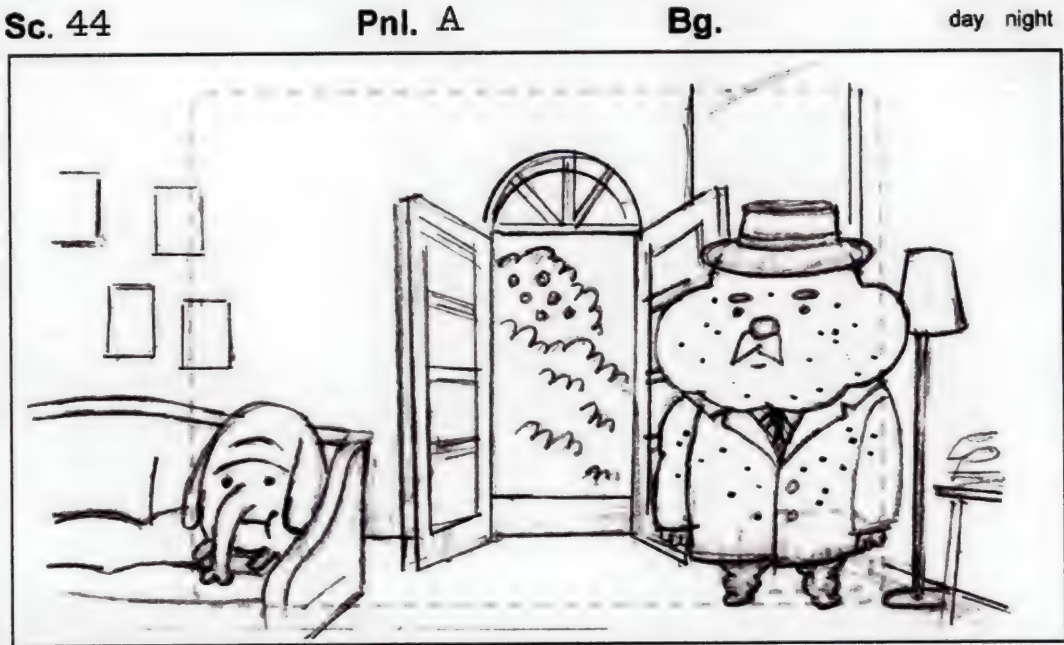
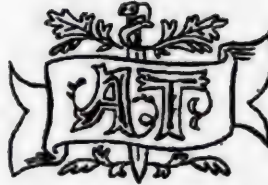
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ADVENTURE TIME



Dialog:	LSP (o.s.)/ [whistle]	
Action:	Tree Trunks and Mr. Cupcake look nervous.	Viola peeks aound the doorway in the set.
Timing:	JUN 09 2015	

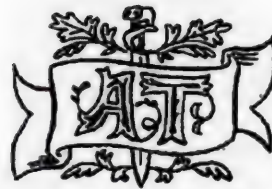
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ADVENTURE TIME

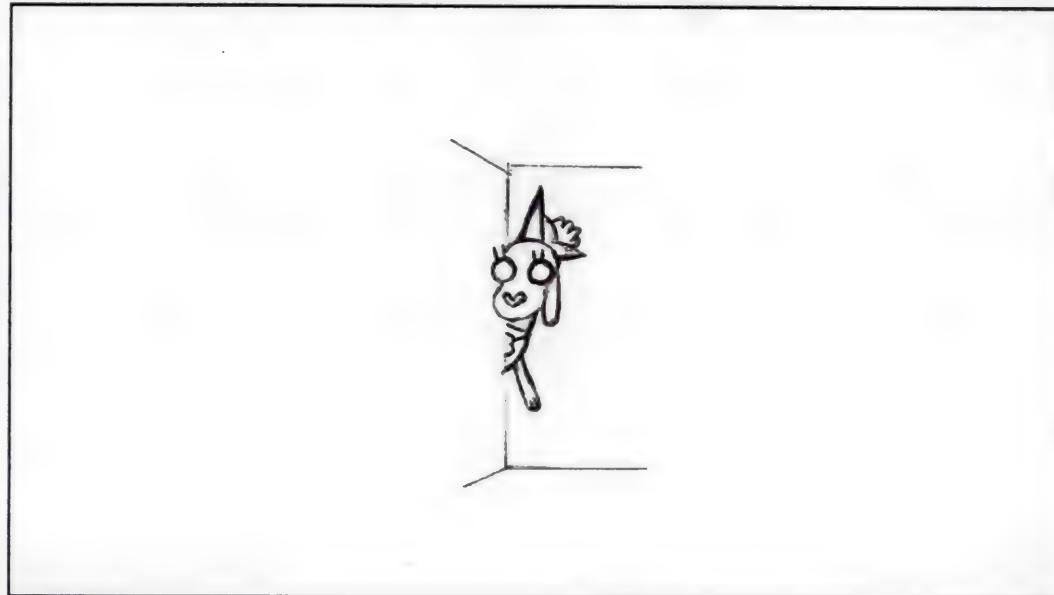


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Sc. 44 *cont* Pnl. C

Bg.

day night



Sc. 45

Pnl. A

Bg.

day night



Dialog:

Action:

Viola looks to LSP.

LSP is whistling to Viola, like whistling for a dog.

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Timing:

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Production :

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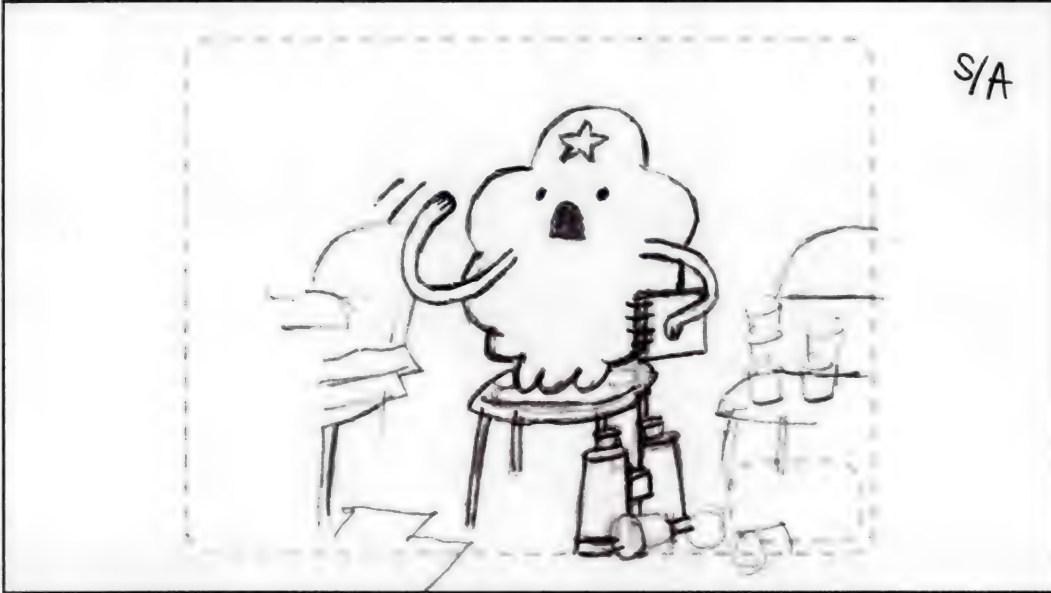
ADVENTURE TIME



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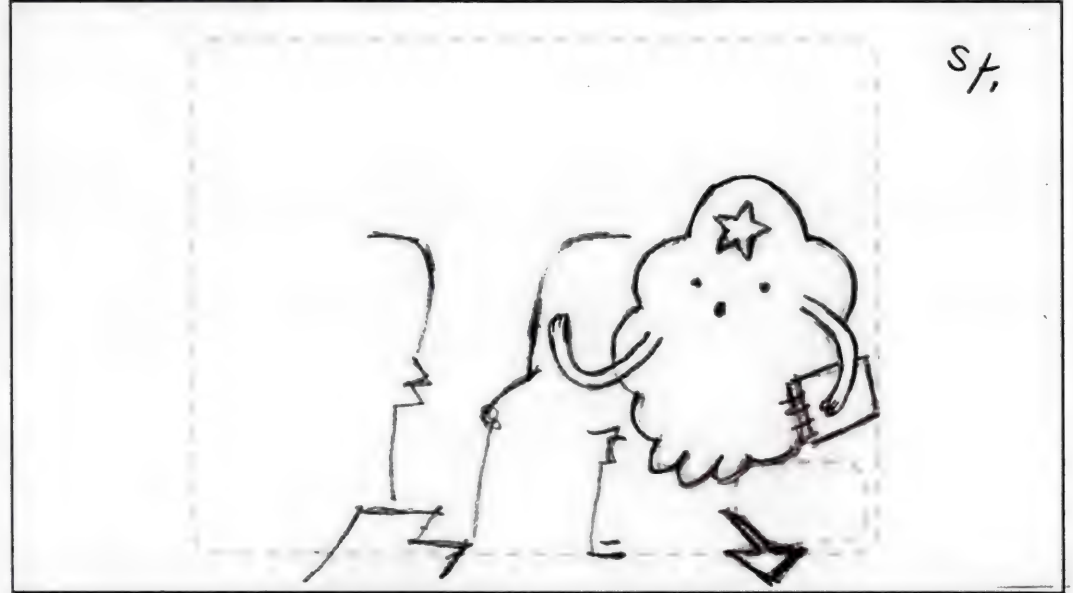
Sc. 45 *cont* Pnl. B Bg.

day night



Sc. 45 *cont* Pnl. C Bg.

day night



Dialog: <u>LSP</u> : Viola!		<u>LSP</u> : [whistle]	
Action: LSP gestures to Viola, beckoning.		LSP exits, still beckoning.	
Timing:		JUN 09 2010	

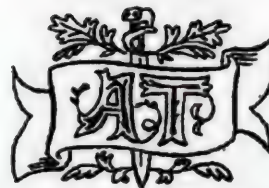
EPISODE # 1034-223

Production :

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ADVENTURE TIME

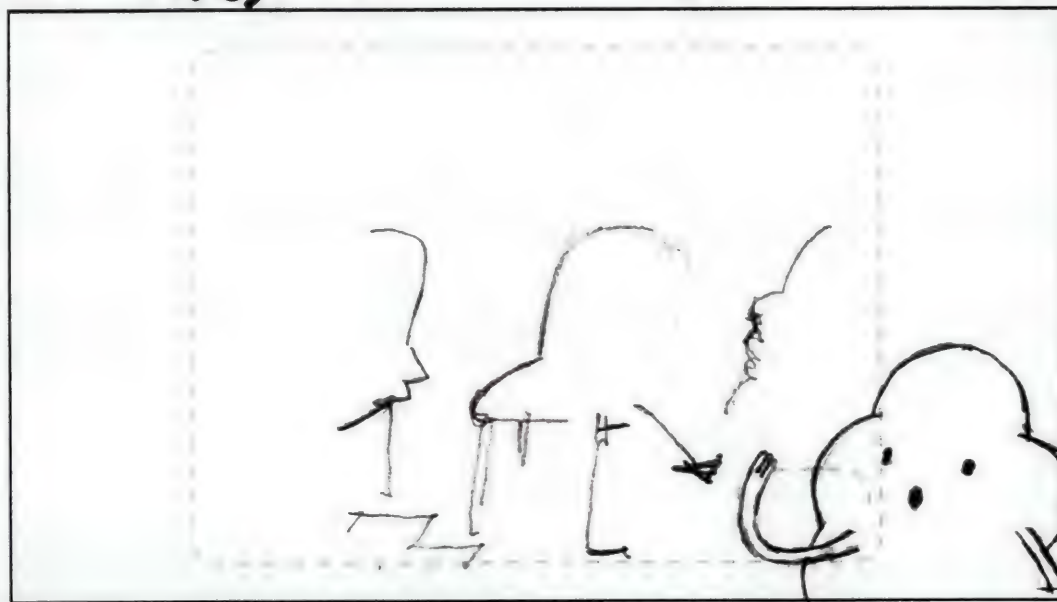


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Sc. 45 *cont* Pnl. D

Bg.

day night



Sc. 46

Pnl. A

Bg.

day night



Dialog:
LSP/ Here girl!

LSP: [whistle]

Action:
exit LSP.

Viola walks through the set, dutifully, toward LSP.

JUN 09 2015

Timing:

EPISODE #

Production :

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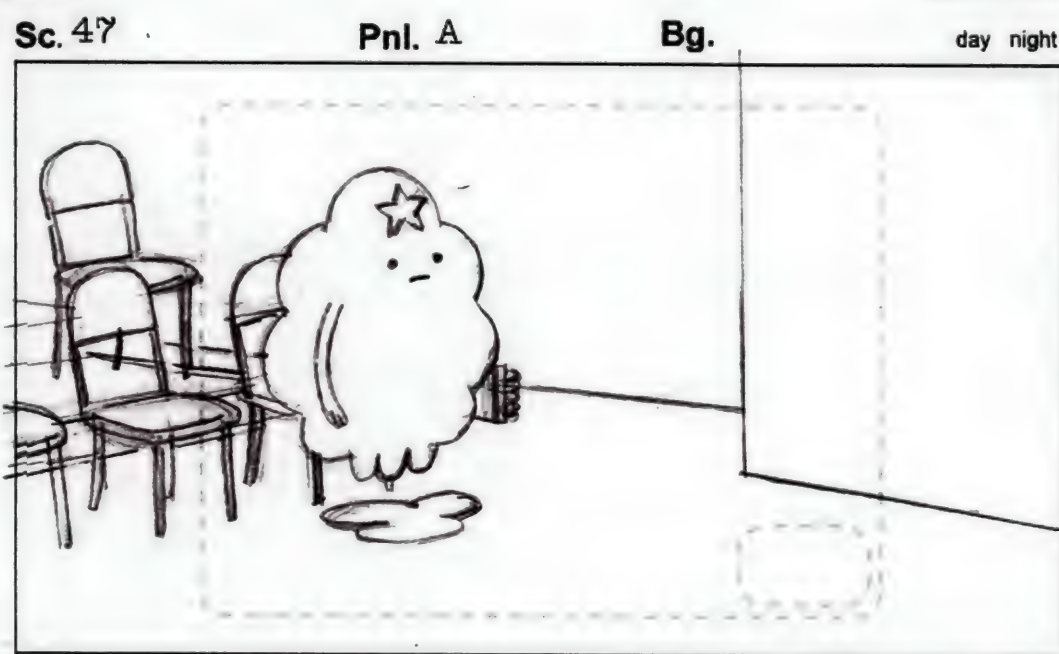
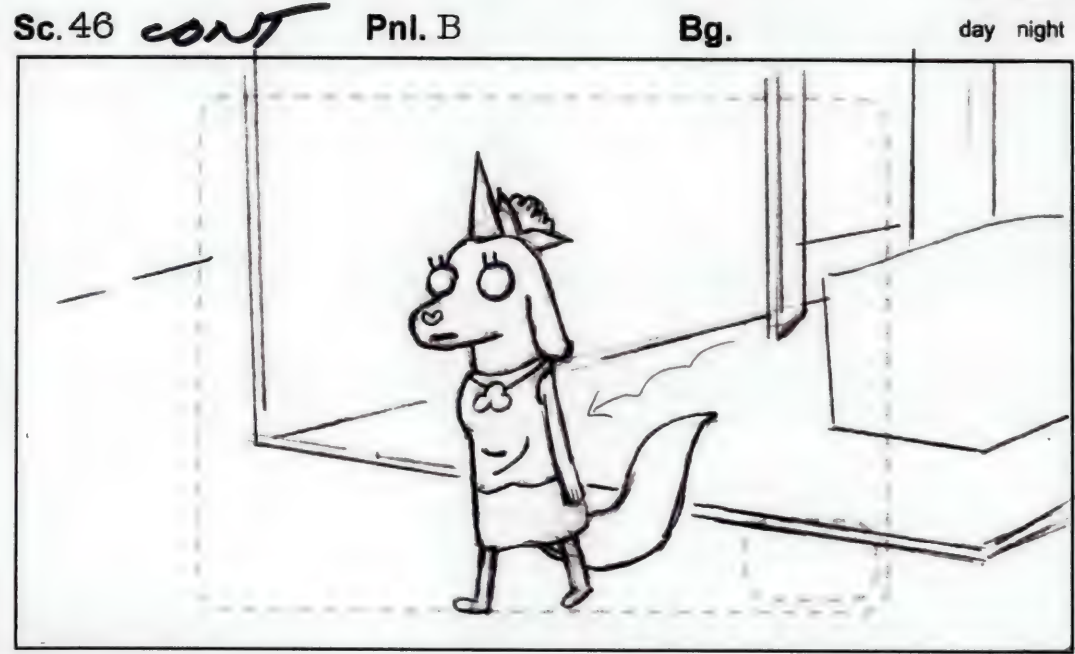
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ADVENTURE TIME



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Dialog:	<u>LSP</u> TWEET-TWEET-TWEET
Action:	cont. Viola walking toward LSP. On LSP, waiting for Viola, near the stairway to the roof.
Timing:	 (AL) JUN 09 2011

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Production :

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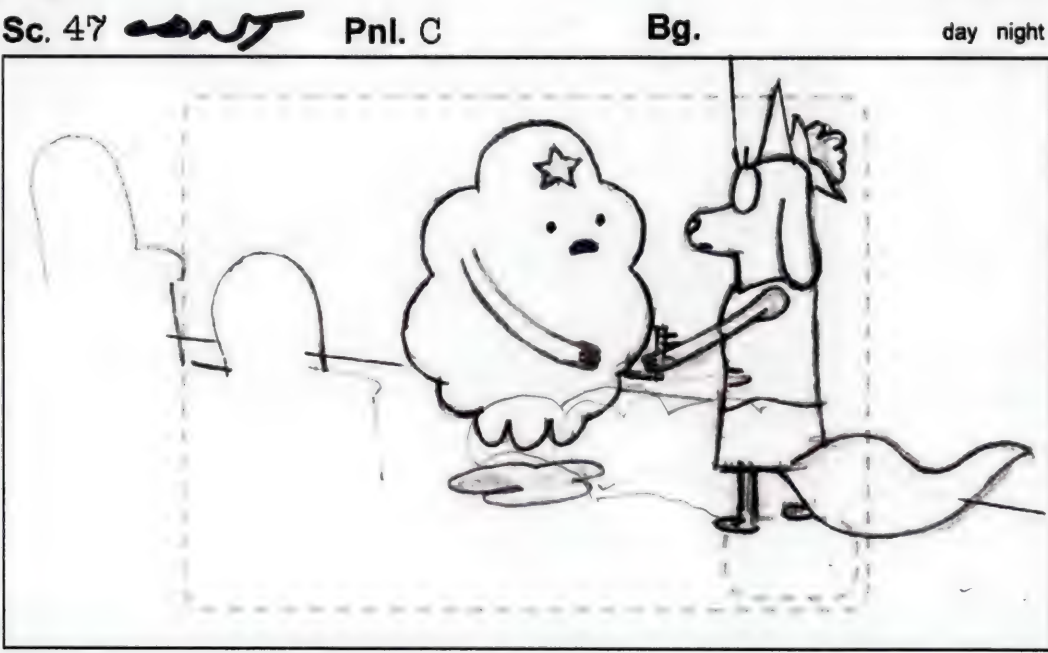
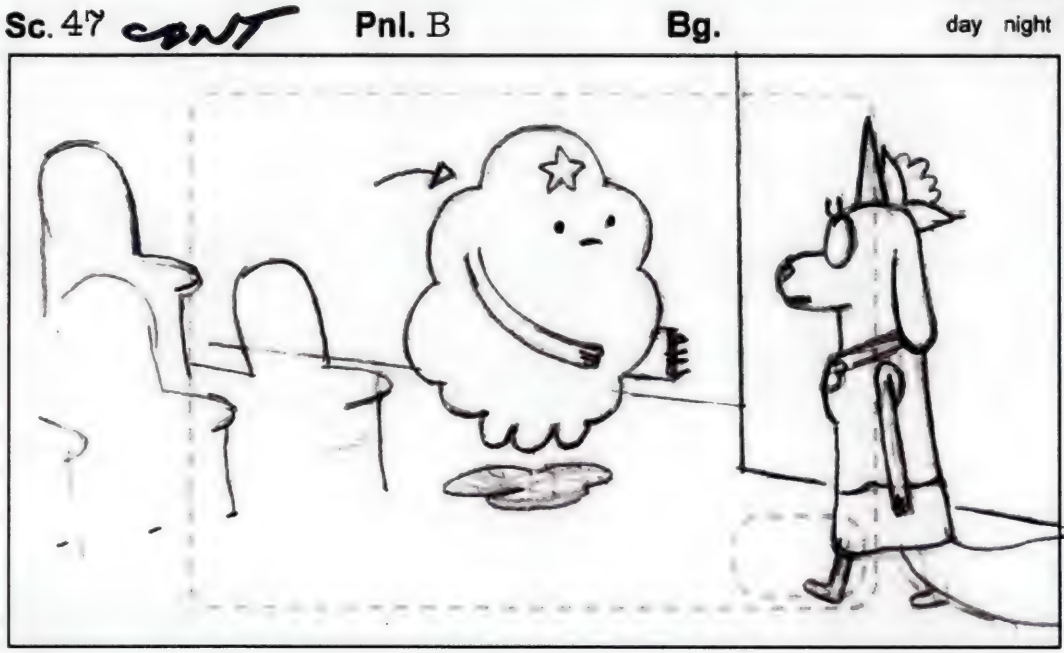
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ADVENTURE TIME



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Dialog:	<u>LSP</u> : Come on,
Action:	LSP gestures toward Viola / Viola enters.
Timing:	

JUN 09 2015

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EPISODE #

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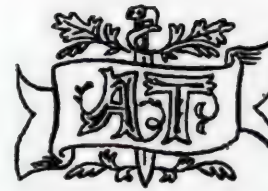
Production :

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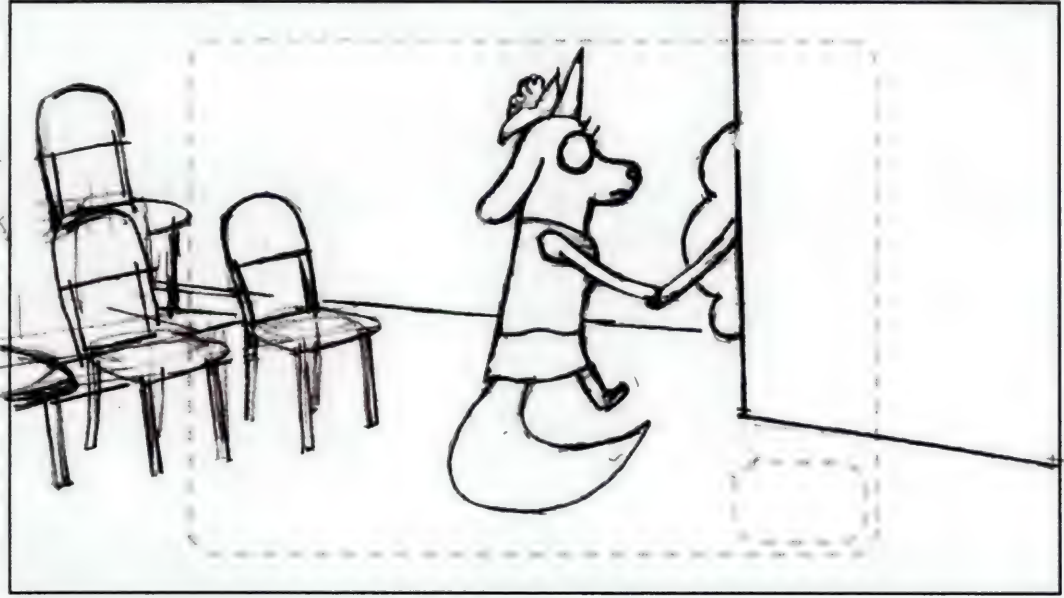
ADVENTURE TIME



Sc. 47 *cont* Pnl. D

Bg.

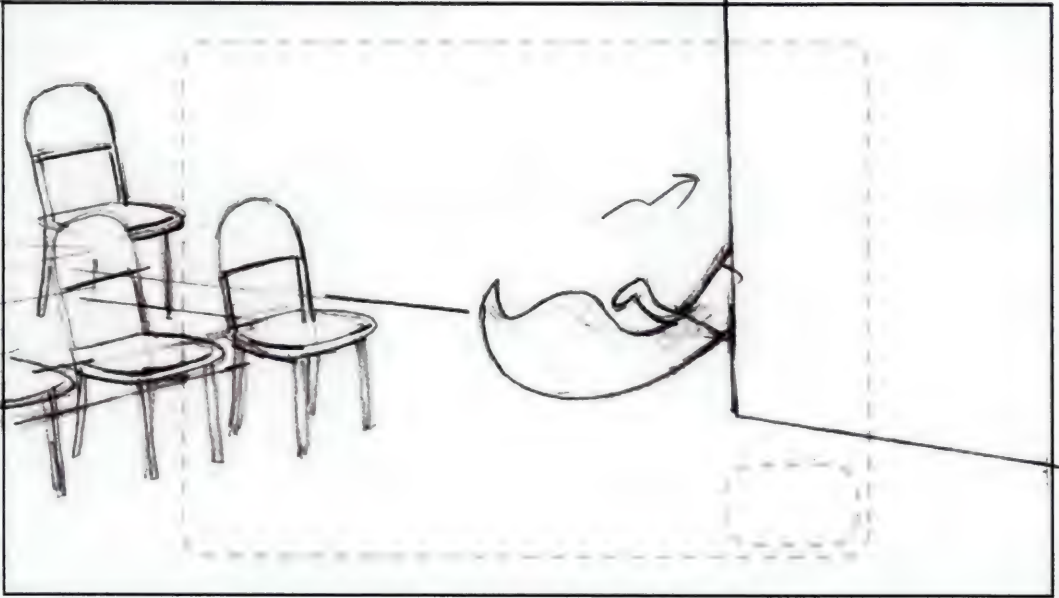
day night



Sc. 47 *cont* Pnl. E

Bg.

day night



Dialog:	<u>LSP</u> : I want to show you something.
Action:	LSP grabs Viola. They enter the stairway to the roof. <div>JUN 09 2015</div>
Timing:	

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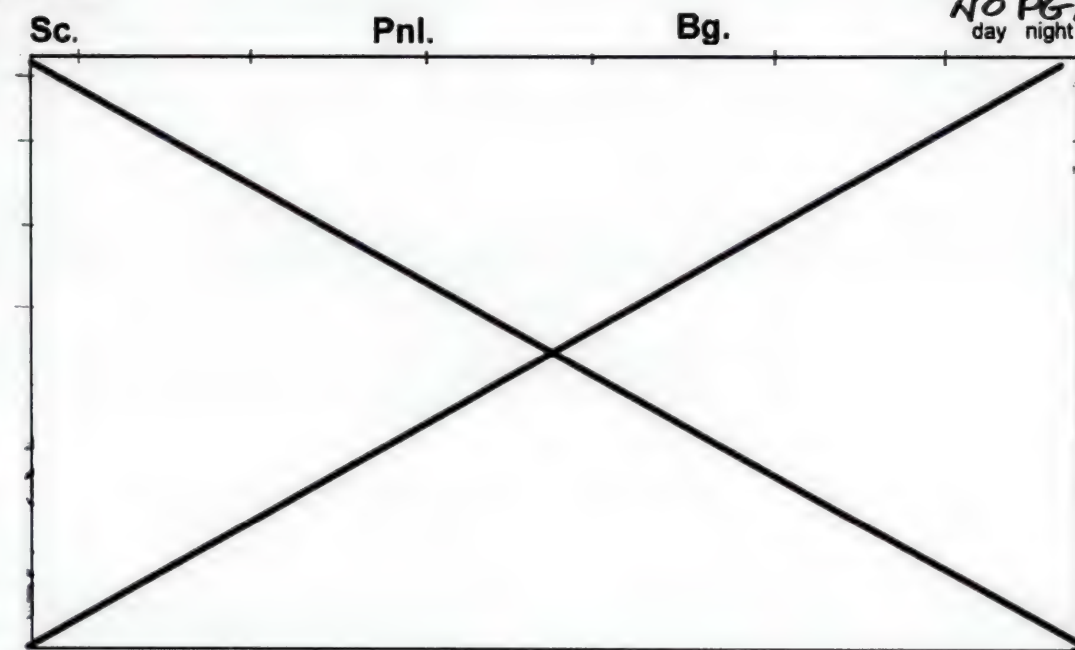
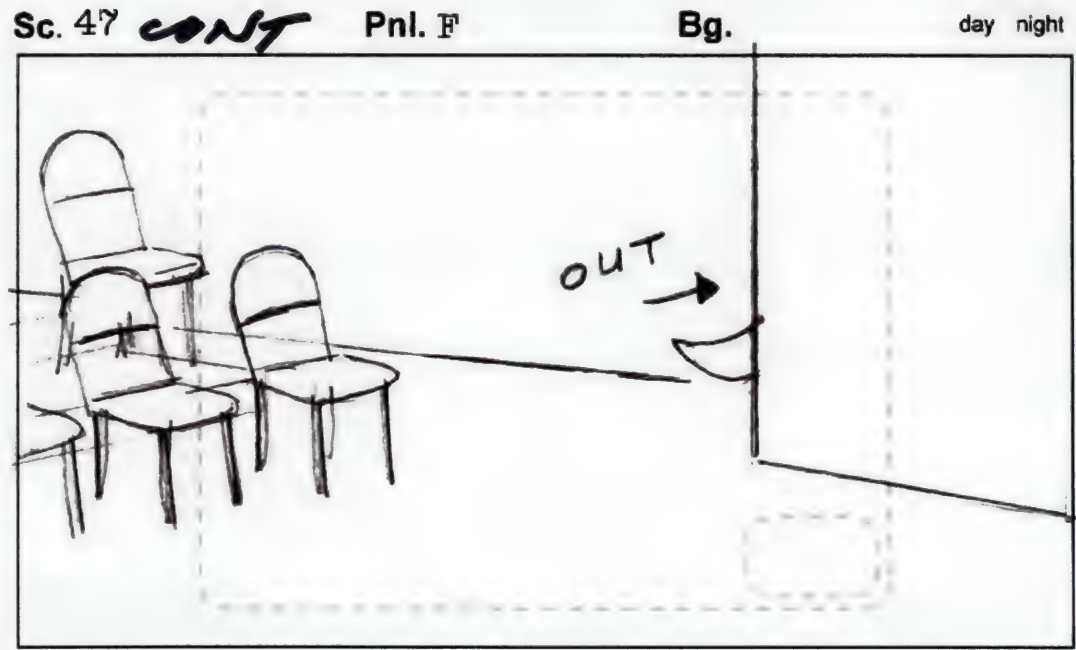
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ADVENTURE TIME



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NO PG-120
day night



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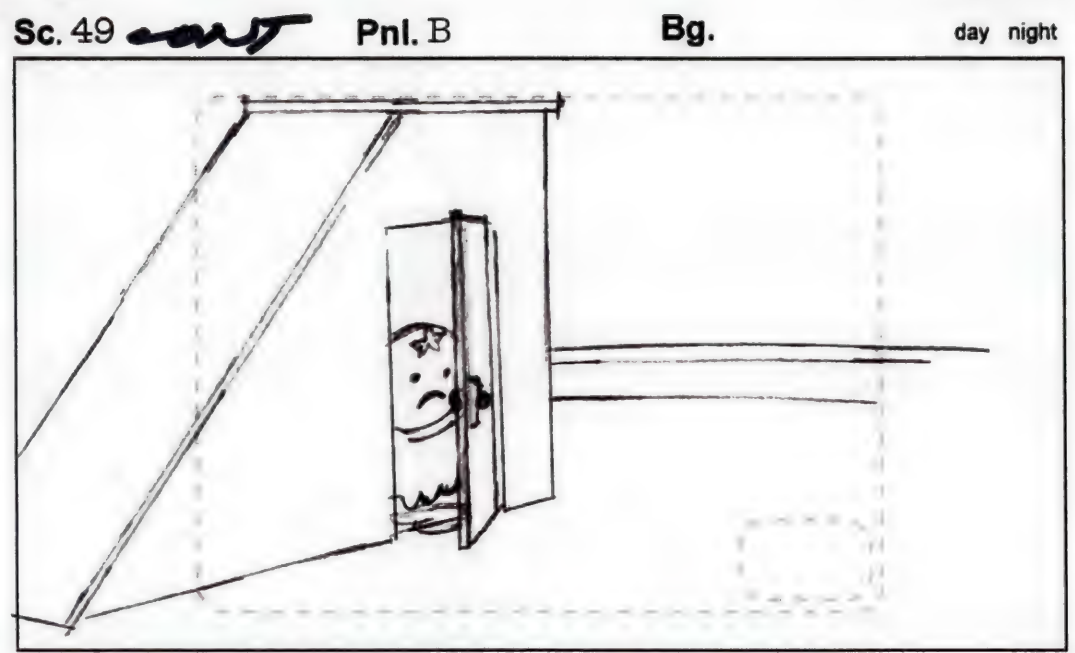
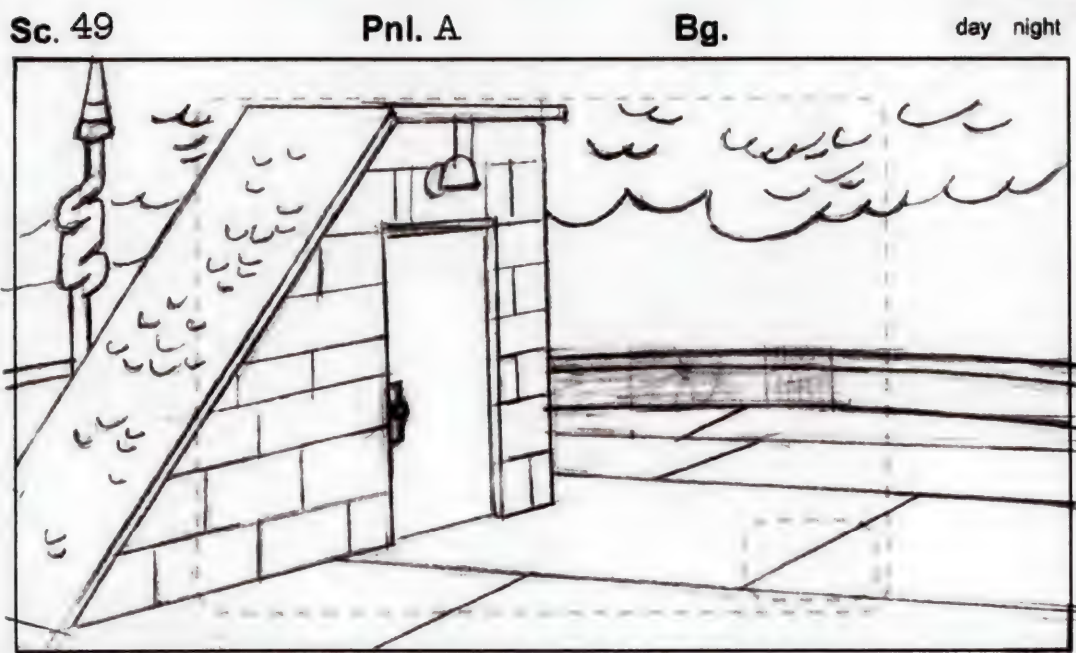
Production :

Dialog:	
Action:	LSP and Viola go up the stairs to the roof.
Timing:	

JUN 09 2015

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ADVENTURE TIME



Dialog:		SFX: Chunk! [door latch]
Action:	On the roof of the playhouse.	LSP opens the rooftop door (a heavy fire-door).
Timing:		JUN 09 2015

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1034/223

Production :

ADVENTURE TIME



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Sc. 49 *cont*

Pnl. C

Bg.

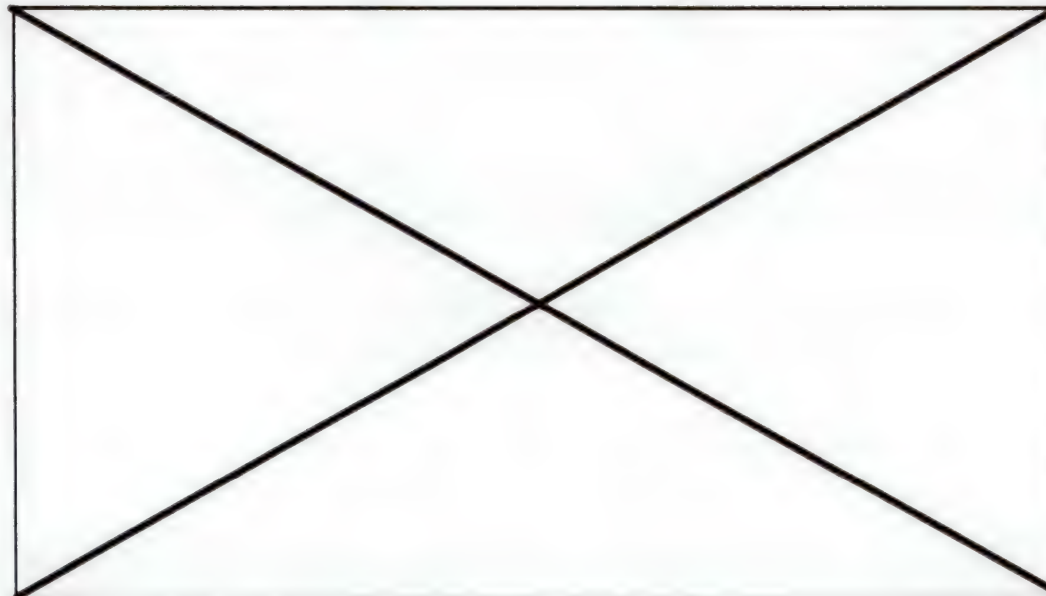
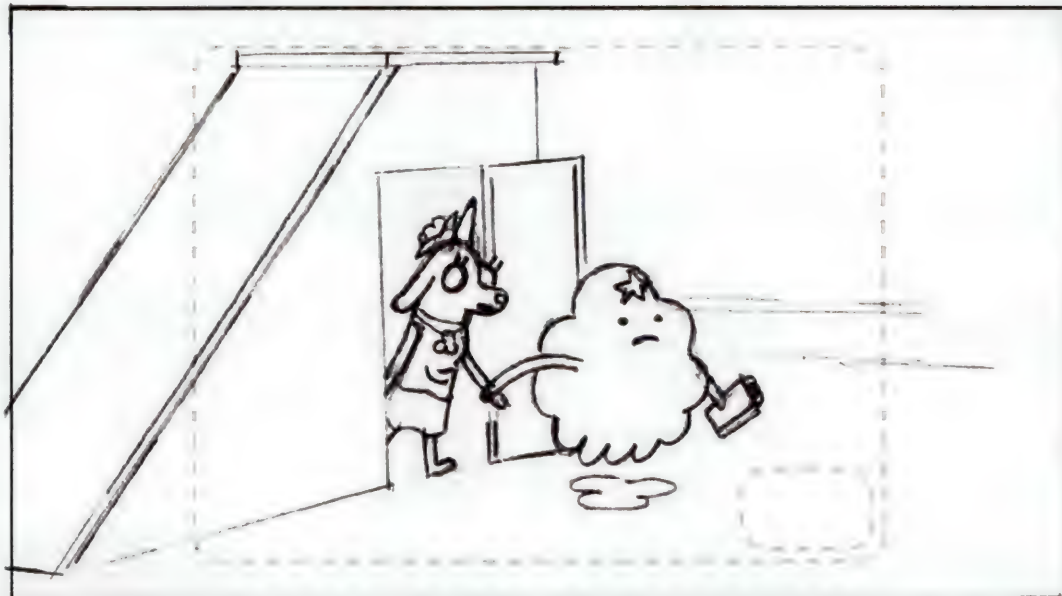
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: LSP leads Viola onto the roof.

JUN 09 2015

Timing:

Production :

EPISODE #

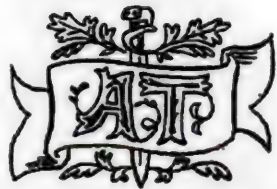
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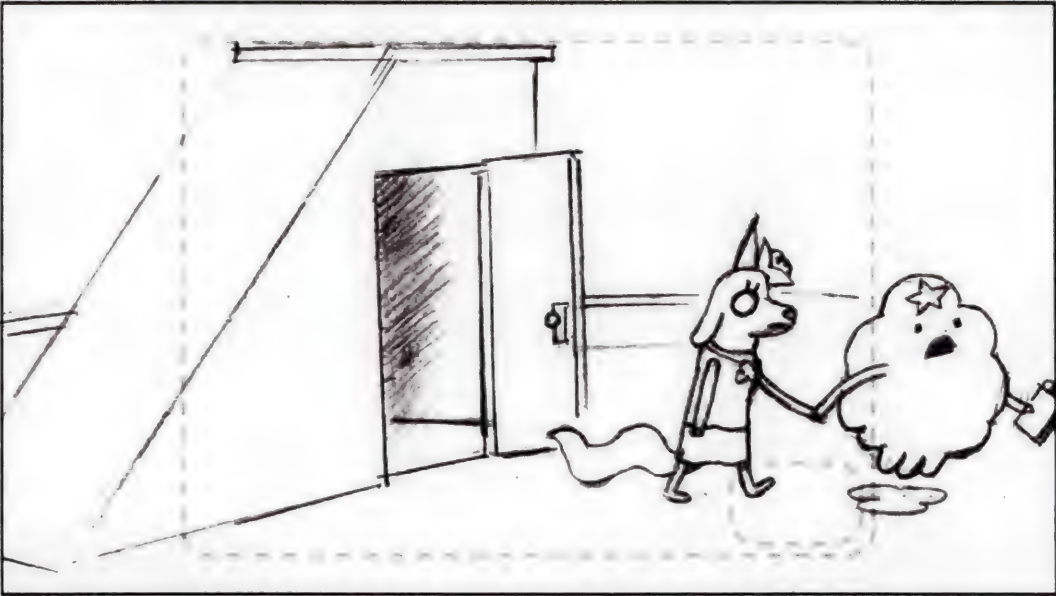
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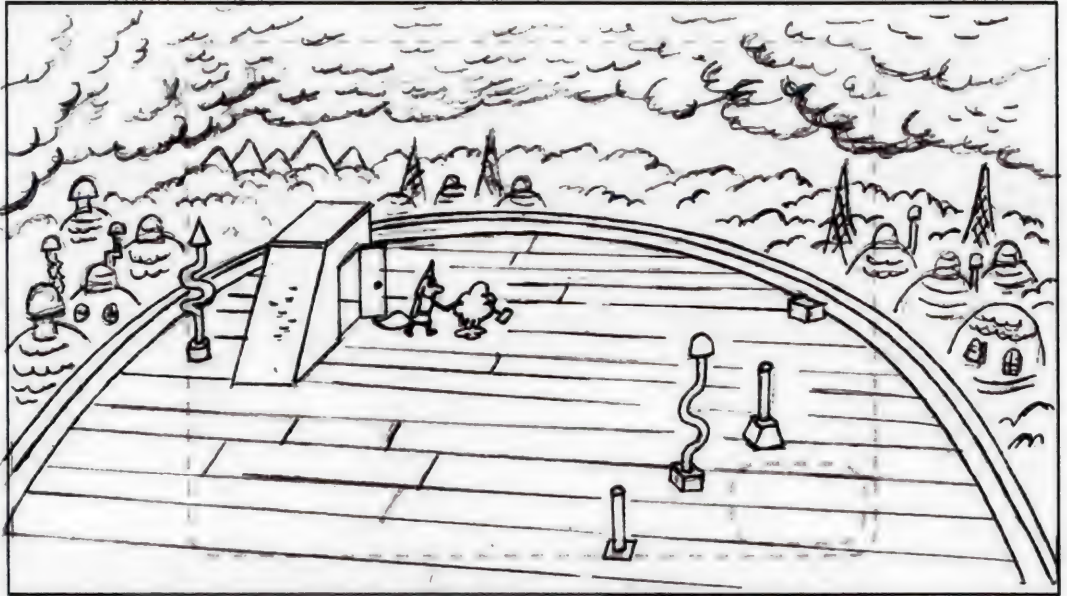
ADVENTURE TIME



Sc. 49 *CONT* Pnl. D Bg. day night



Sc. 50 Pnl. A Bg. day night



<p>Dialog: <u>LSP</u>: I think it's --- GUNNA Rain SOON</p>	<p><u>LSP</u> SO I'M GUNNA SHOW YOU --</p>
<p>Action: LSP and Viola exit the scene. (They leave the door open.)</p>	<p>LSP leads Viola to the other side of the roof. (The door is still open.)</p>
<p>Timing:</p> <p>JUN 09 2015</p>	

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Production :

ADVENTURE TIME

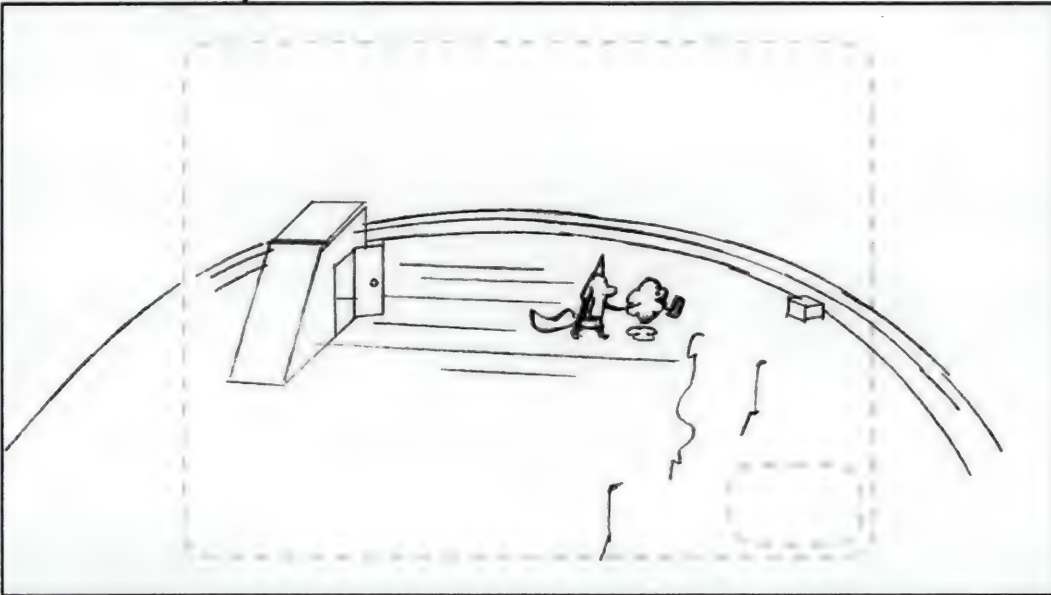


Page 124

Sc. 50 *cont* Pnl. B

Bg.

day night



Sc. 51

Pnl. A

Bg.

day night



Dialog:

LSP: --- what real

Summer showers look like

LSP AND I

Action:

LSP leads Viola to the edge of the roof.

Timing:

JUN 09 2015

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EPISODE #

1034/223

Production :

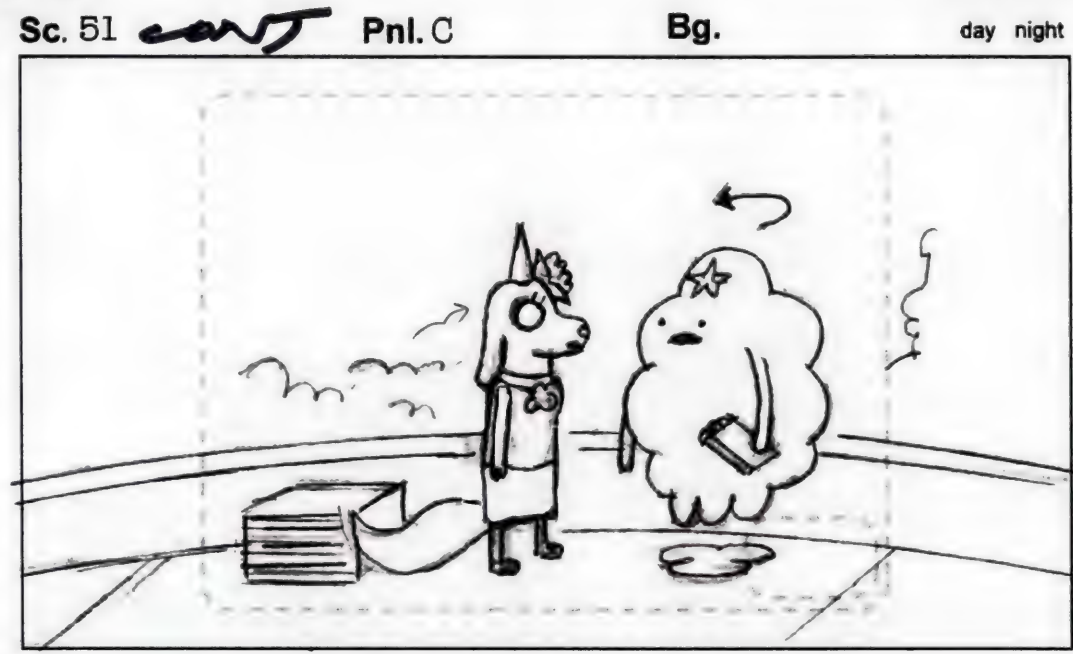
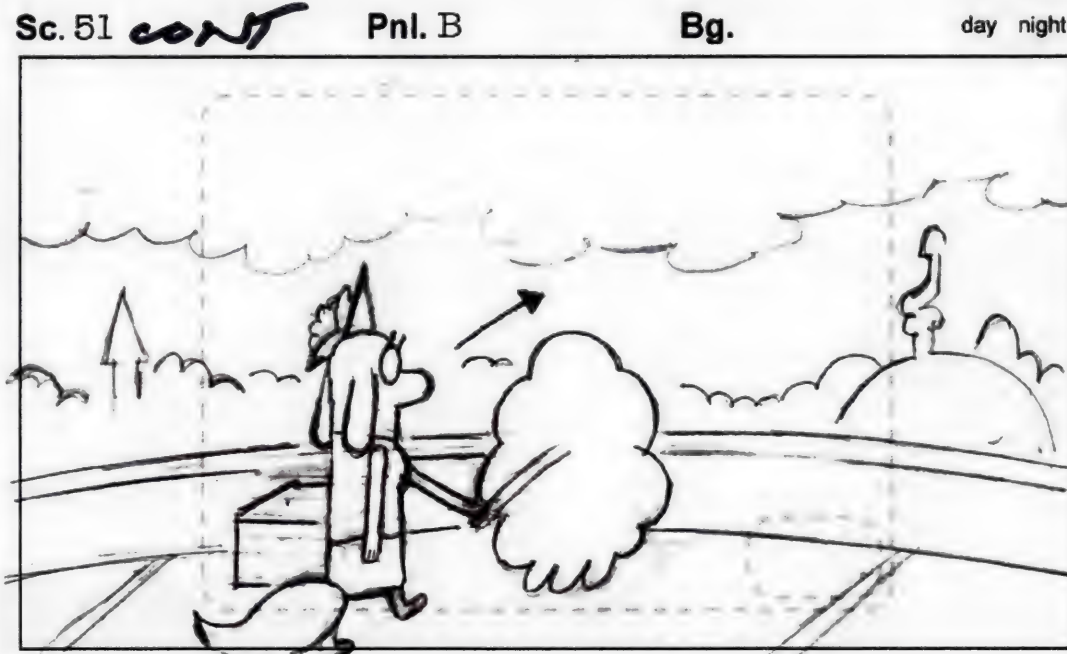
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ADVENTURE TIME



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<p>Dialog: <u>LSP:</u></p> <p><i>want you to make little sketches</i></p>	<p><u>LSP:</u> ---</p> <p><i>OF Rain</i></p>
<p>Action:</p>	<p>LSP stops at the edge of the roof -- (a good observation spot to study the rain).</p>
<p>Timing:</p>	<p>JUN 09 2015</p>

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Production :

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ADVENTURE TIME



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Sc. 51 *cont* Pnl. D

Bg.

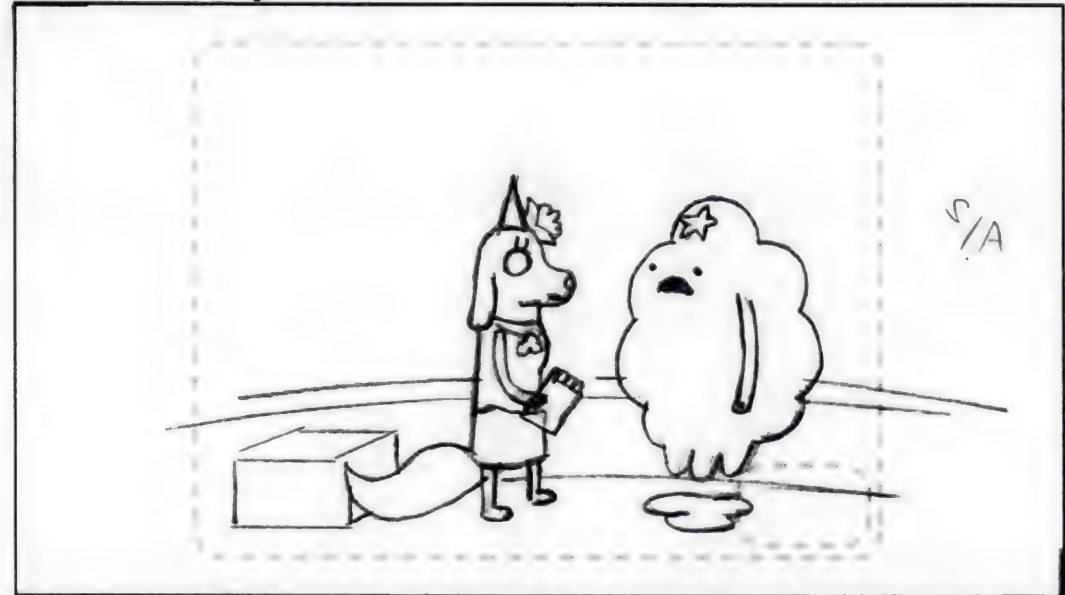
day night



Sc. 51 *cont* Pnl. E

Bg.

day night



Dialog:

LSP Drops AS Reference material

Action:

LSP hands over her notebook to Viola.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



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Sc. 51 *cont*

Pnl. F

Bg.

day night

Sc. 51 *cont*

Pnl. G

Bg.

day night



Dialog: <u>Viola:</u> Do you REALLY THINK THIS IS WORTHWHILE ?		<u>LSP:</u> Yes!
Action:		
Timing:		
JUN 09 2015		

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EPISODE #

Production :

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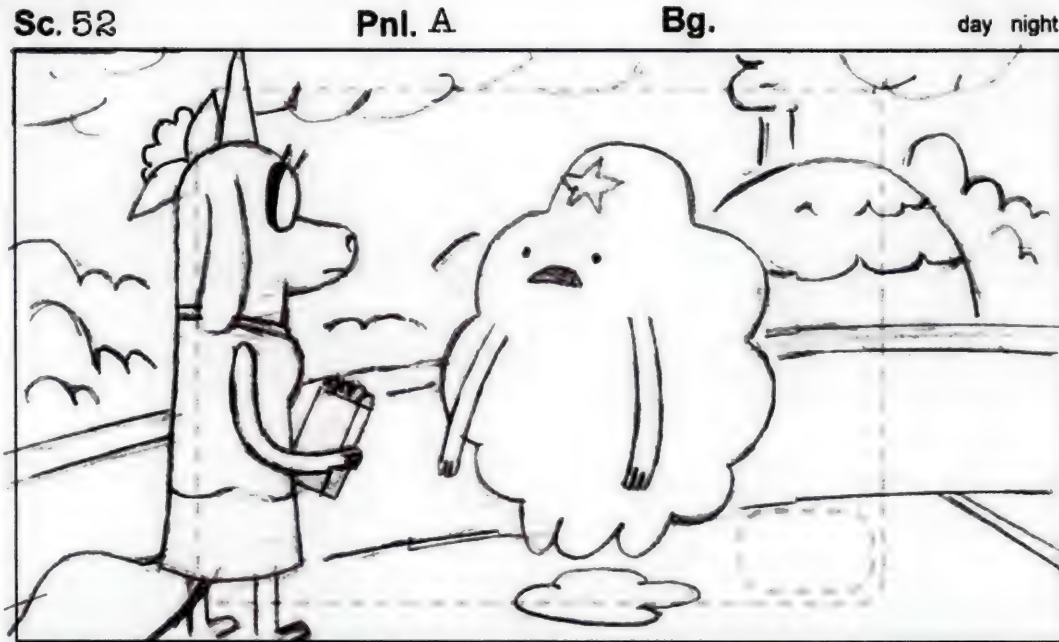
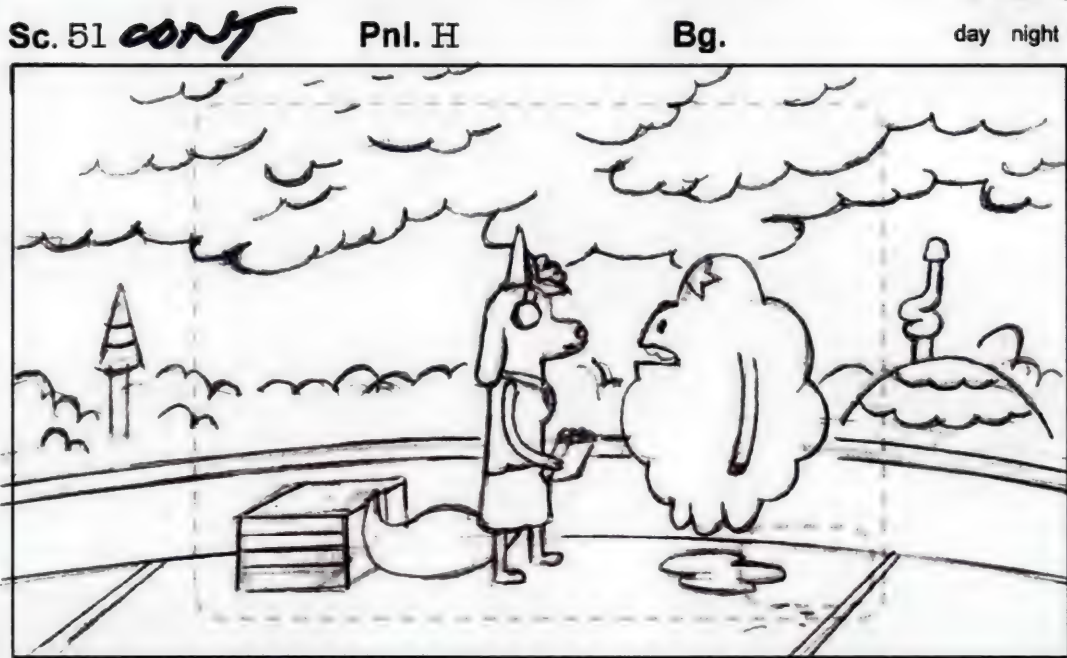
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ADVENTURE TIME



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Dialog:	<u>LSP:</u> GAH!	<u>LSP:</u> How can I explain this
Action:		
Timing:		

JUN 09 2015

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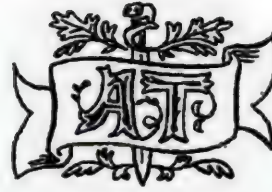
Production :

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ADVENTURE TIME



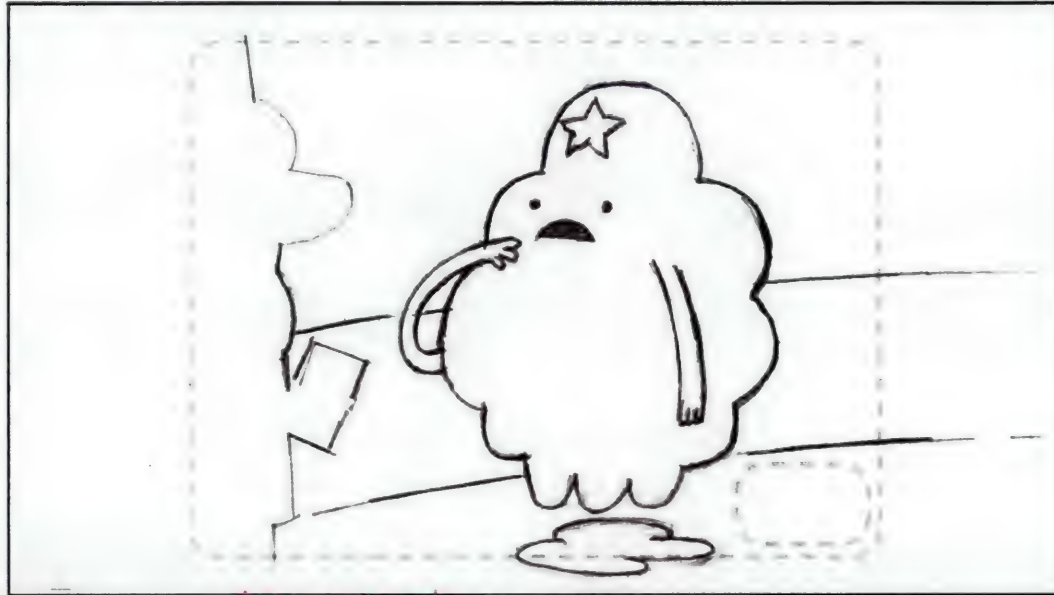
Page 129

Sc. 52 *CONT*

Pnl. B

Bg.

day night

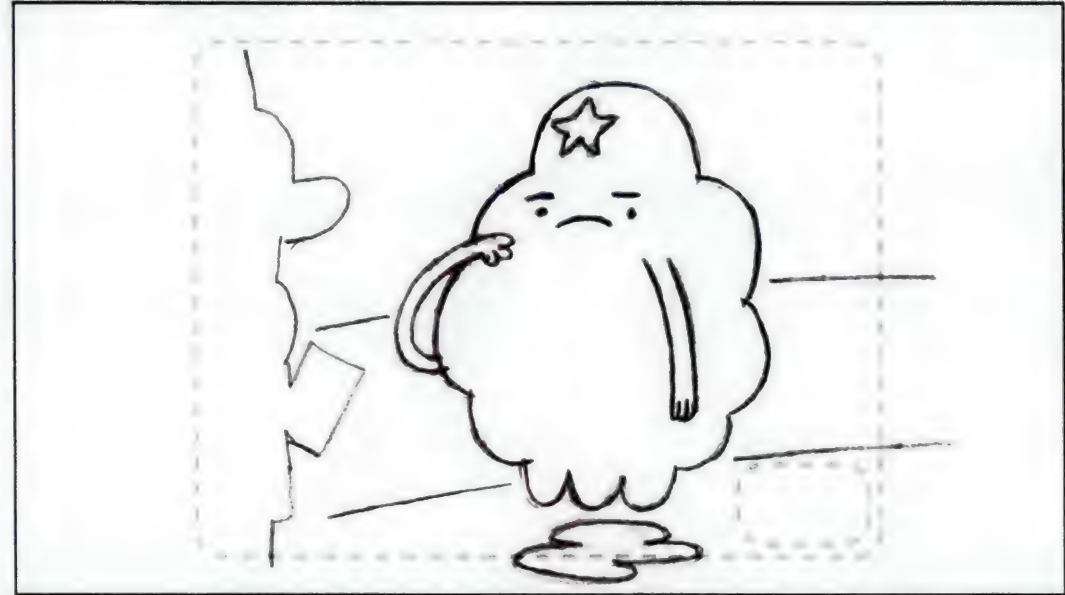


Sc. 52 *CONT*

Pnl. C

Bg.

day night



Dialog:

AS simply
LSP: as possible?

. . .

Action:

JUN 09 2015

Timing:

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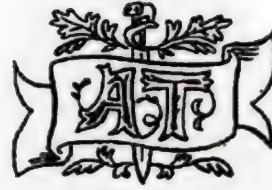
EPISODE #

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Production :

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ADVENTURE TIME



Page 130

Sc. 52 *cont*

Pnl. D

Bg.

day night



Sc. 52 *cont*

Pnl. E

Bg.

day night



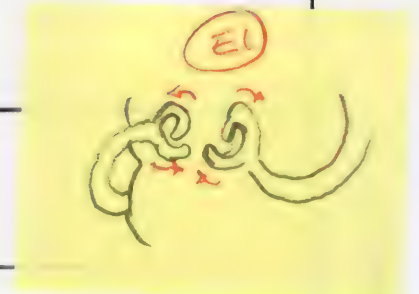
Dialog: LSP: In my play, I don't want to see big, big gloopy raindrops ...

Action: LSP makes a gesture to show 'bigness'.

Timing:

LSP: ... and I don't want to see teeny weeny tiny raindrops.

LSP makes a gesture to show 'smallness'.



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ADVENTURE TIME



Page 131

Sc. 52 *cont*

Pnl. F

Bg.

day night

Sc. 52 *cont*

Pnl. G

Bg.

day night



Dialog: LSP: What I want to see is raindrops that are ---

LSP: --- just right!

Action:

JUN 09 2015

Timing:

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Production :

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1034/223

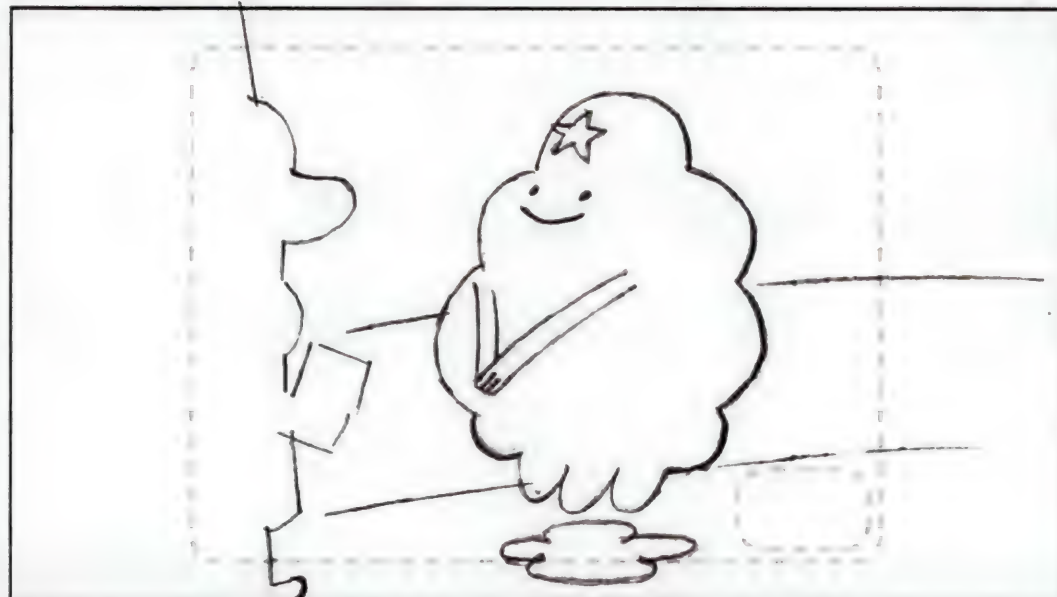
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ADVENTURE TIME

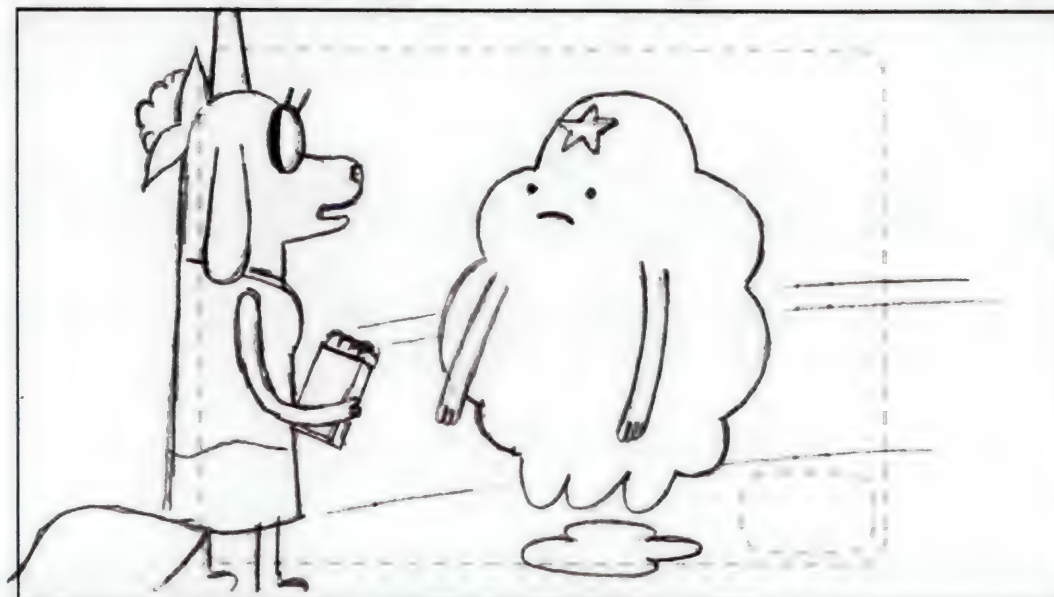


Page 132

Sc. 52 *cont* Pnl. H Bg. day night



Sc. 52 *cont* Pnl. I Bg. day night



Dialog:

Viola: Neither too big nor too --

Action: LSP is happy because she has explained something with brilliant simplicity.

Viola makes a simple comment.

JUN 09 2015

Timing:

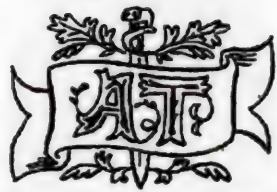
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Production :

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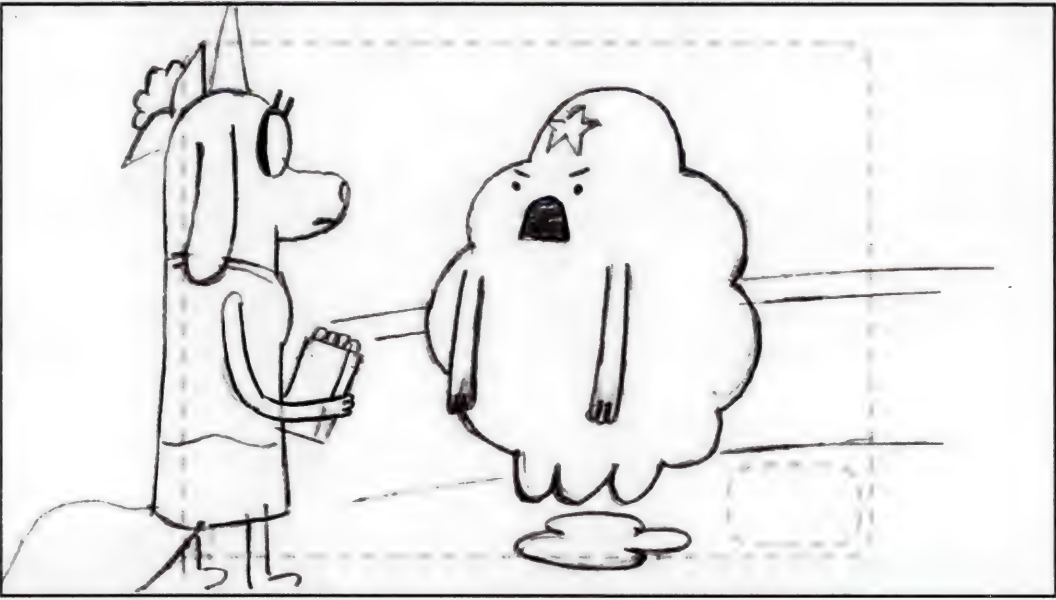
1034/223

ADVENTURE TIME

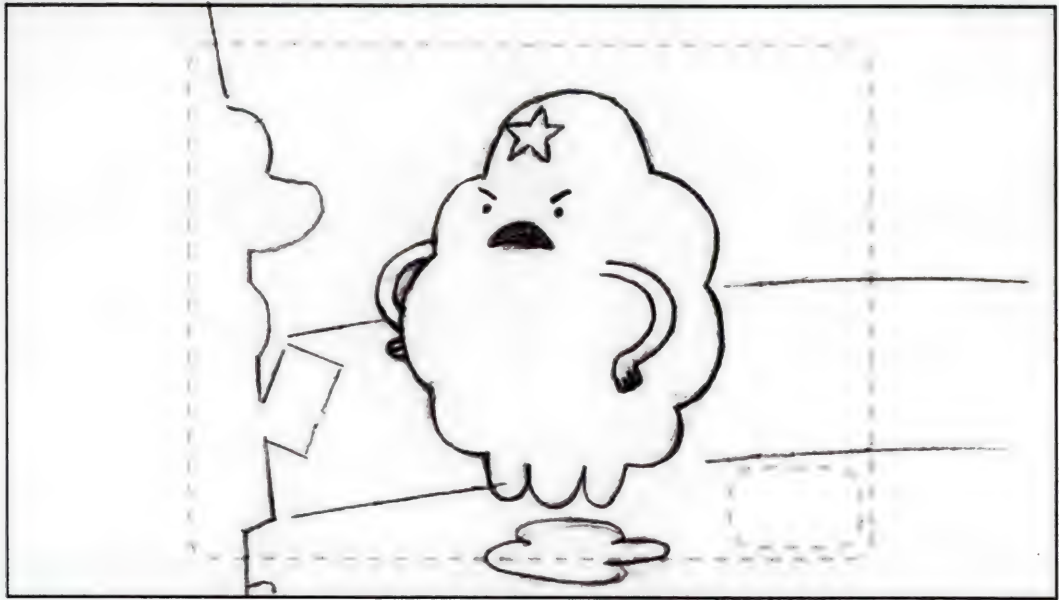


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Sc. 52 *cont* Pnl. J Bg. day night



Sc. 52 *cont* Pnl. K Bg. day night



Dialog:	LSP: Stop interrupting me when I'm trying to explain things child—
Action:	LSP loses patience with Viola. JUN 09 2015
Timing:	

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1034/223

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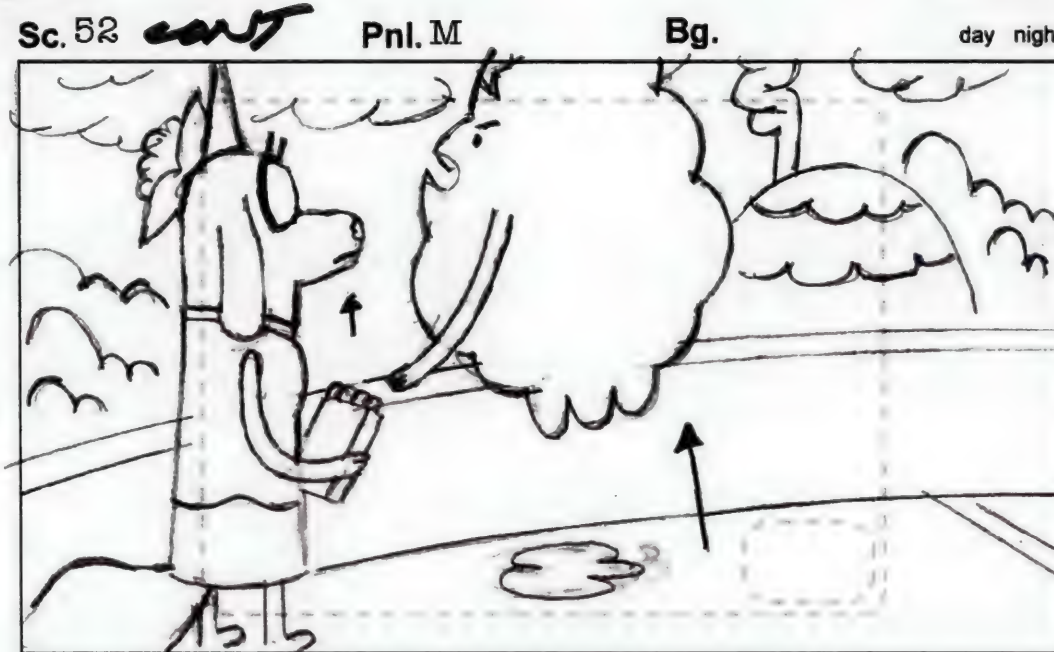
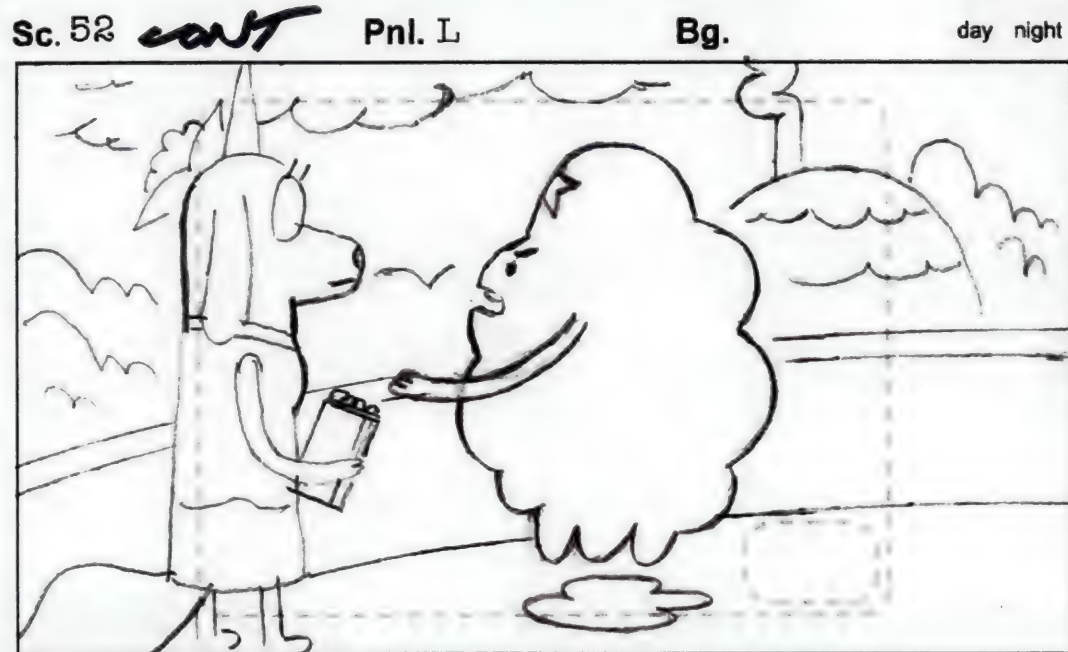
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ADVENTURE TIME



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Dialog:	LSP — dishly —
Action:	LSP pulls herself onto the side of the roof, to sit down. JUN 09 2015
Timing:	

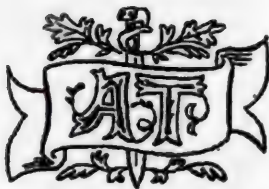
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Production :

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ADVENTURE TIME



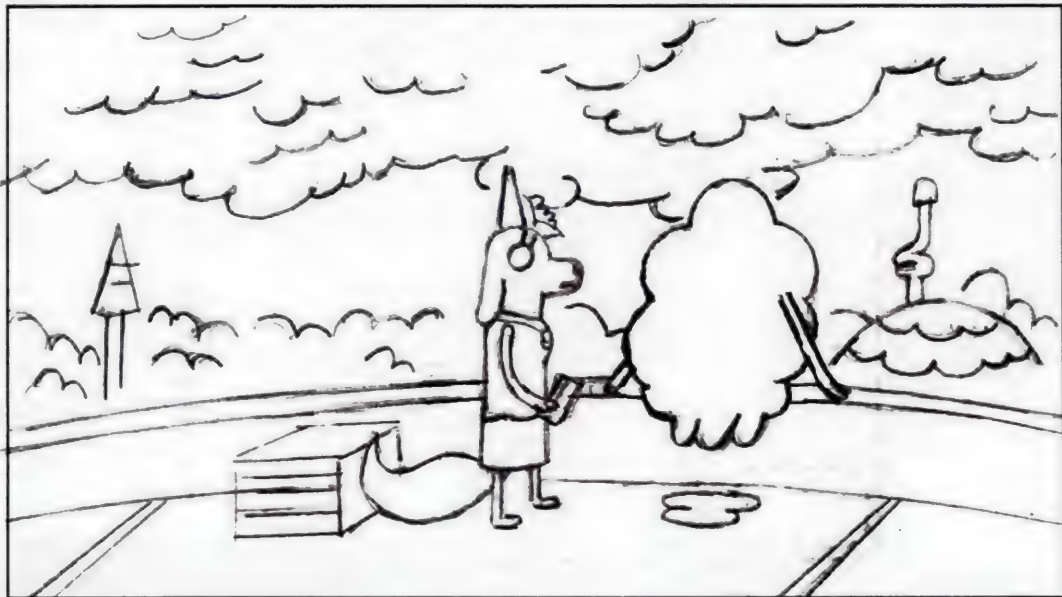
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Sc. 53

Pnl. A

Bg.

day night



Sc. 53

cont

Pnl. B

Bg.

day night



Dialog:

LSP: Every ---

Action:

JUN 09 2015

Timing:

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ADVENTURE TIME



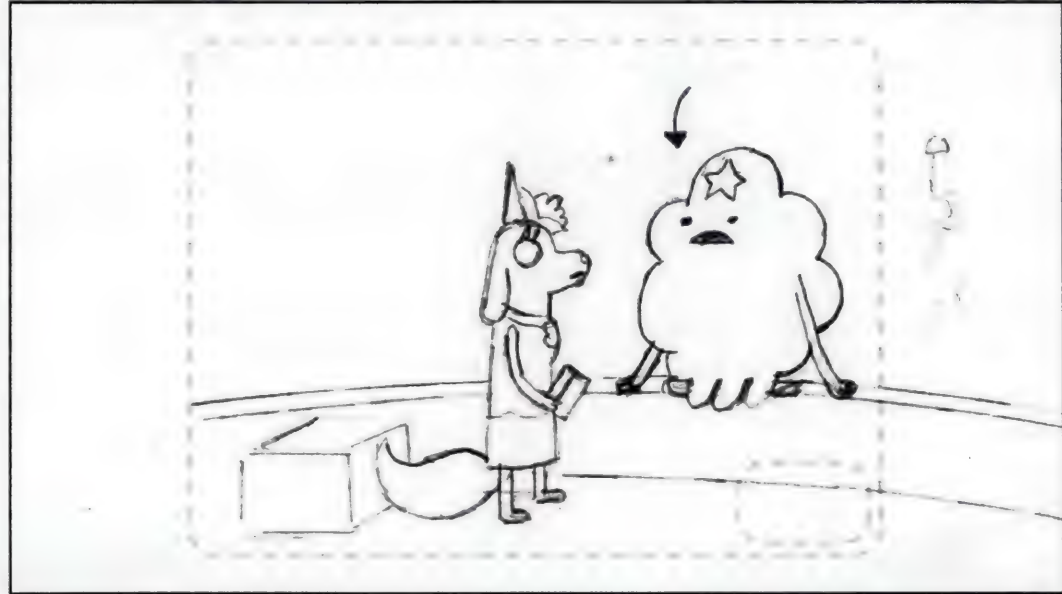
Page 136

Sc. 53 *cont*

Pnl. C

Bg.

day night

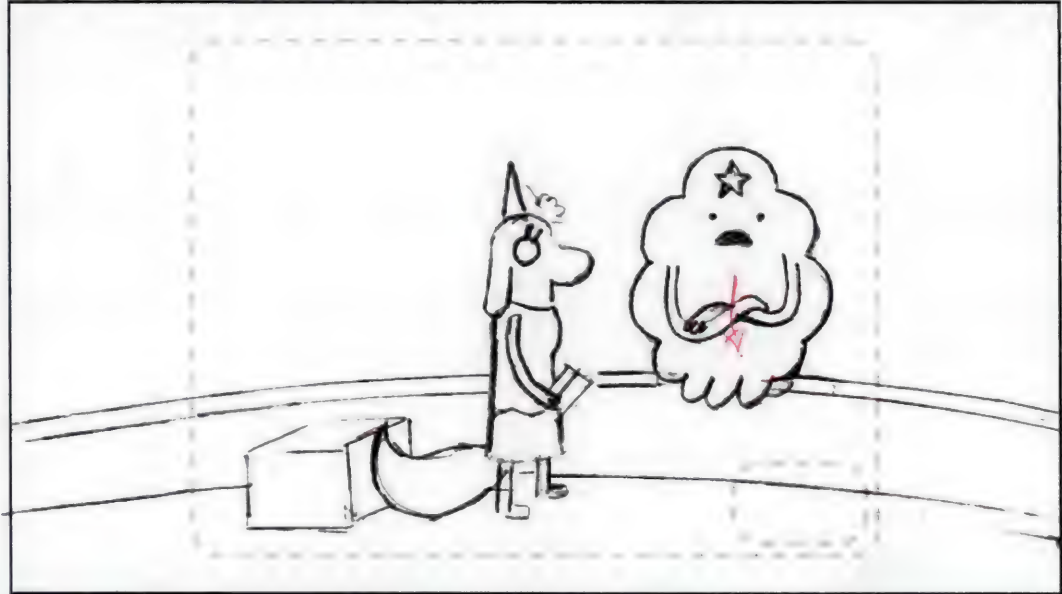


Sc. 53 *cont*

Pnl. D

Bg.

day night



Dialog: LSP: --- element ---

LSP: --- of "Summer Showers" ---

Action: LSP sits on the side of the roof.

LSP starts to become introspective.

JUN 09 2015

Timing:

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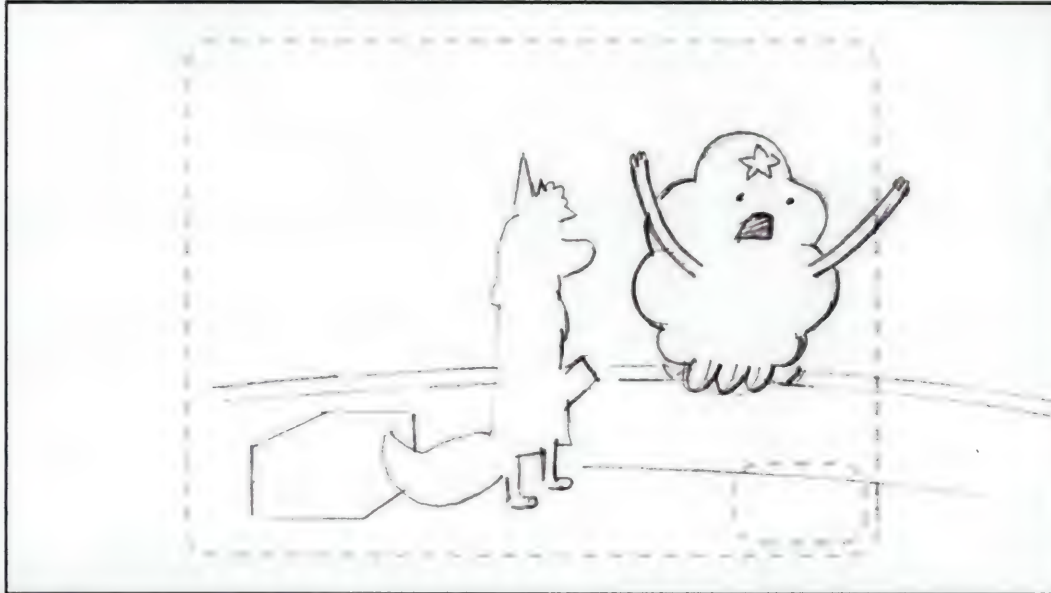
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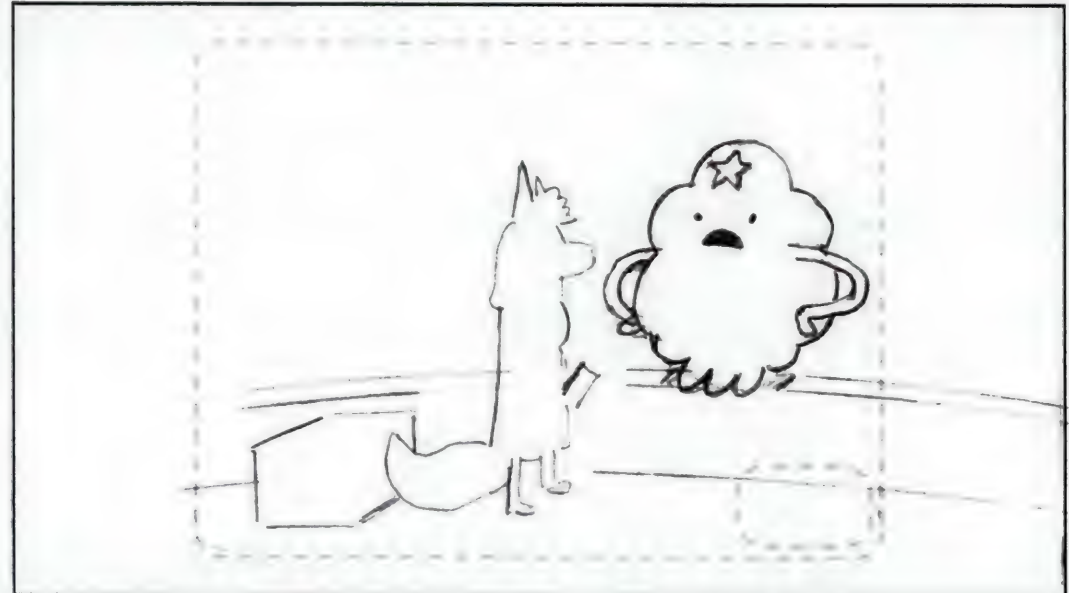


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Sc. 53 *cont* Pnl. E Bg. day night



Sc. 53 *cont* Pnl. F Bg. day night



Dialog: LSP: --- has to have class. . .

LSP: You know, I MAY BE A PRINCESS . . .

Action:

JUN 09 2009

Timing:

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Production :

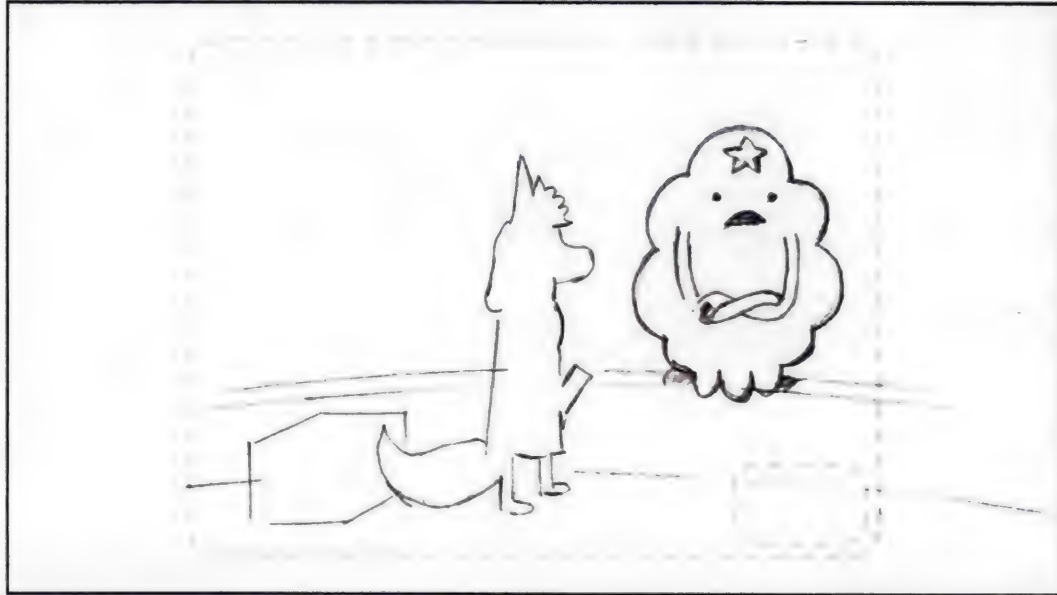
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ADVENTURE TIME



Sc. 53 *cont* Pnl. G Bg. day night



Sc. 53 *cont* Pnl. H Bg. day night



Dialog: LSP: --- but when people meet me, they don't think ---

LSP: --- "princess",

Action:

LSP makes "quotation marks" in the air.



JUN 09 2015

Timing:

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Production :

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Sc. 53 *cont* Pnl. I

Bg.

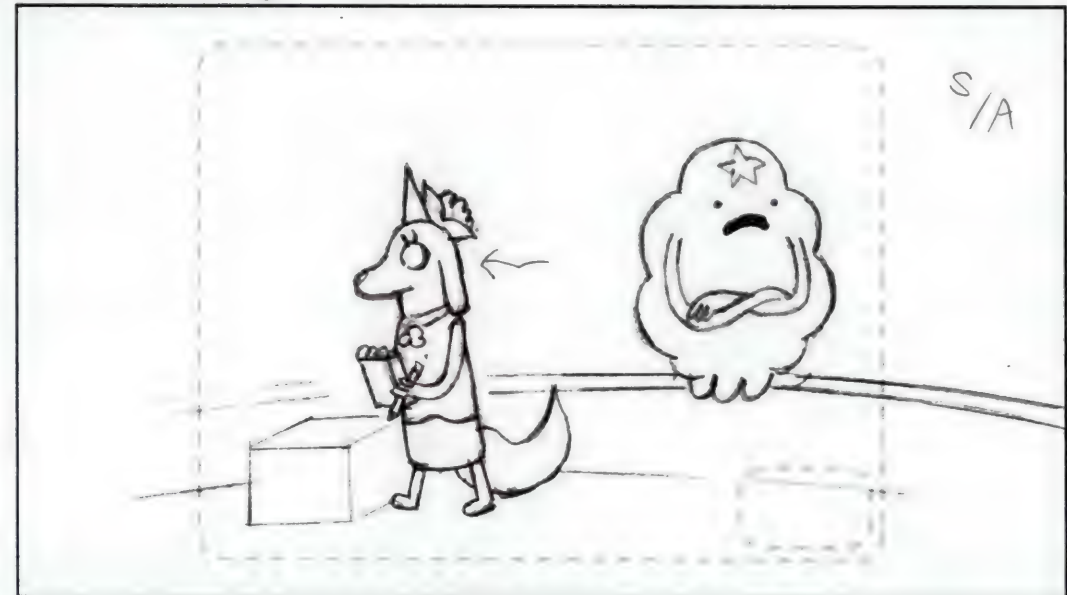
day night



Sc. 53 *cont* Pnl. J

Bg.

day night



Dialog: LSP: --- they think ---

LSP: --- "Lumpy Space Princess".

Action: Viola thinks of sitting down. LSP is lost in thought -- kind of talking to herself.

Viola steps toward an old crate, to sit down.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



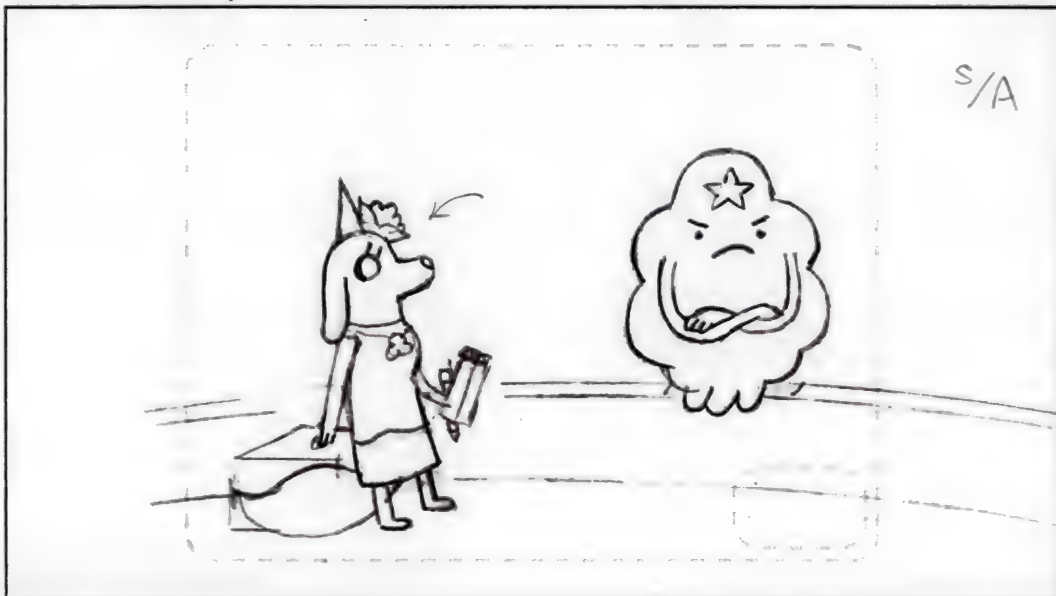
Page 140

Sc. 53 *CONT*

Pnl. K

Bg.

day night

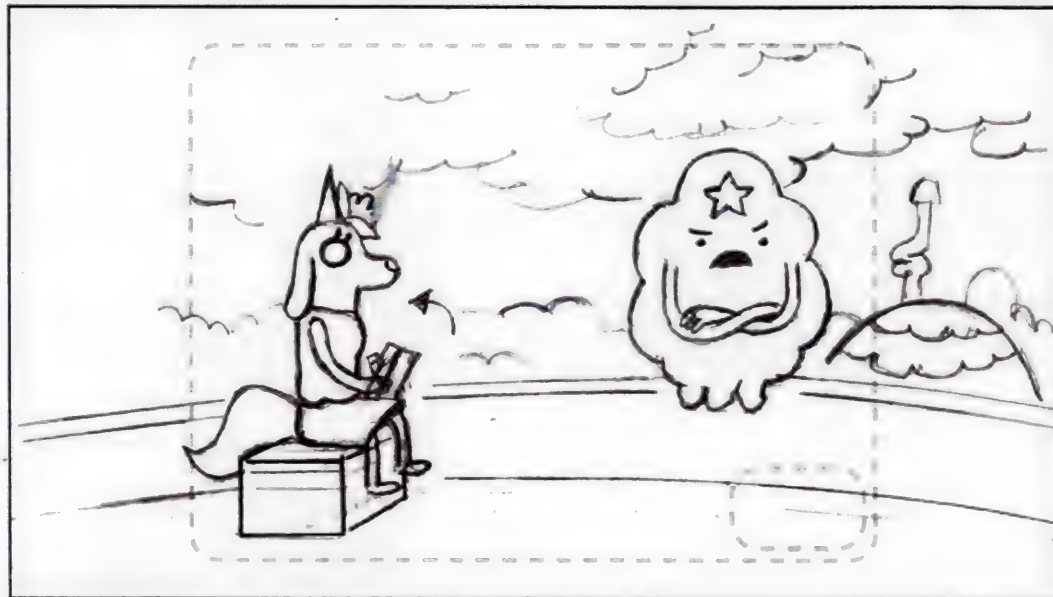


Sc. 53 *CONT*

Pnl. L

Bg.

day night



Dialog:

...

LSP: "Lumpy SPACE"

Action:

[Viola into sitting down]

[Viola sits down.] LSP is talking, pretty much to herself.

JUN 09 2015

Timing:

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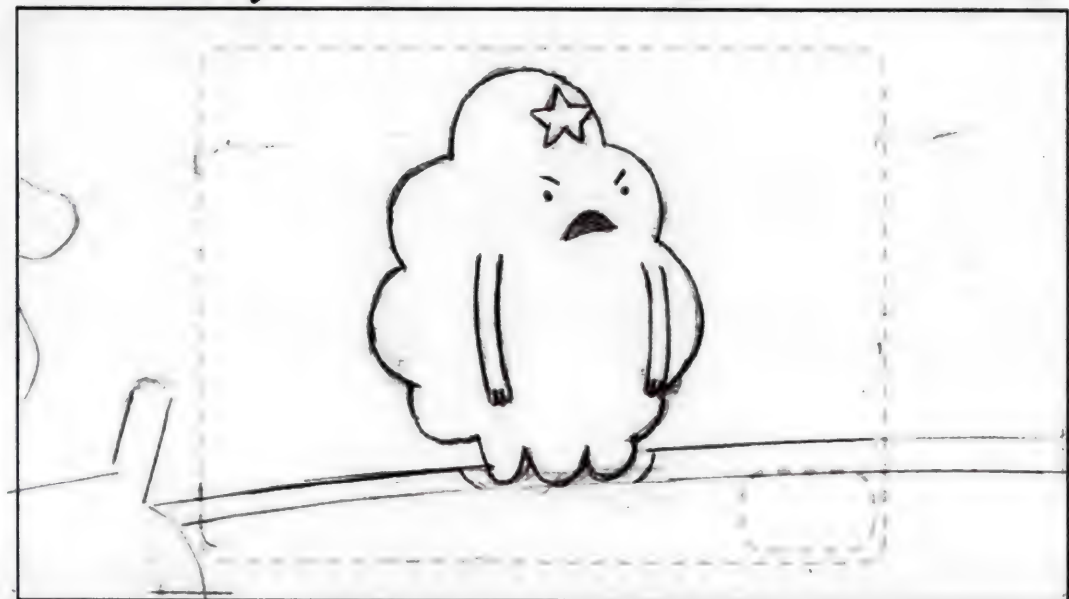
1034/223

Production :

1034/223

Page .

day night



LSP: --- or "Sugar Plum Buns Princess"
or something, "I would be

JUN 09 2015

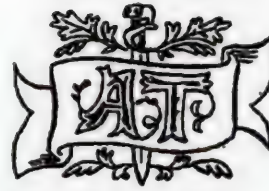
Timing:

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Production :

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Sc. 54 *cont*

Pnl. C

Bg.

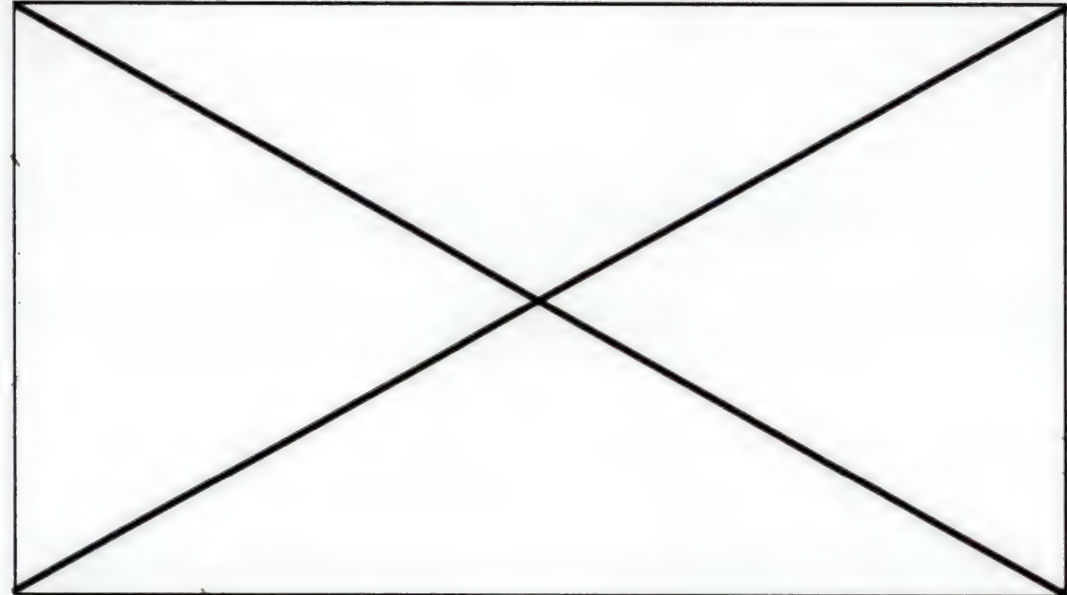
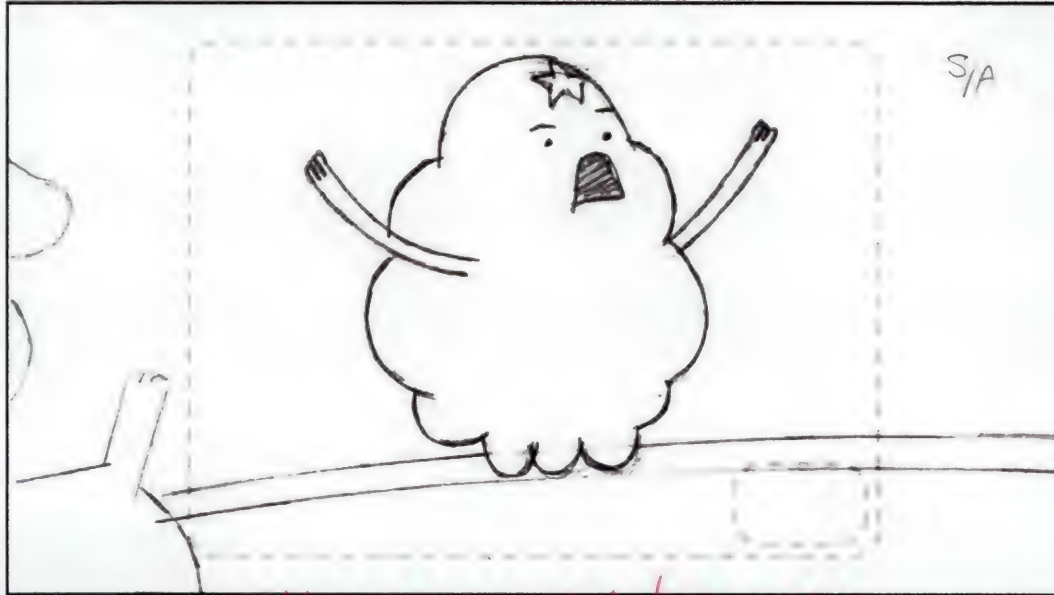
day night

Sc.

Pnl.

Bg.

day night



Dialog:

LSP: ---

things would be way

Action:

Timing:

JUN 09 2015

EPISODE #

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1034/223

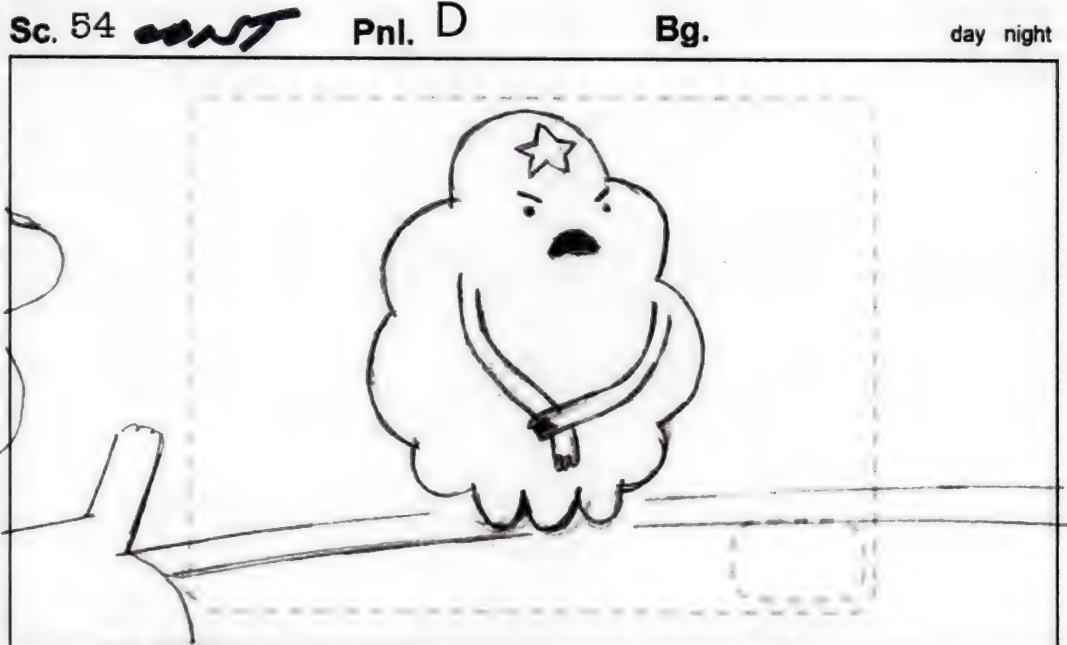
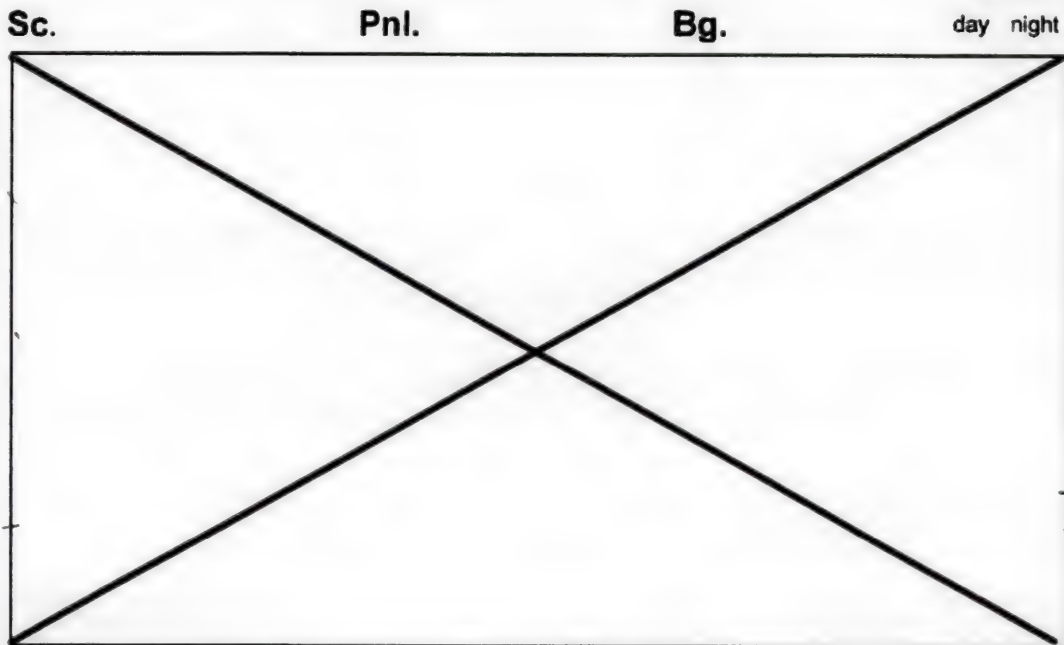
Production :

1034/223

1034/223

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ADVENTURE TIME



Dialog:
Action:
Timing:

LSP Different

JUN 09 2011

1034-223

EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME

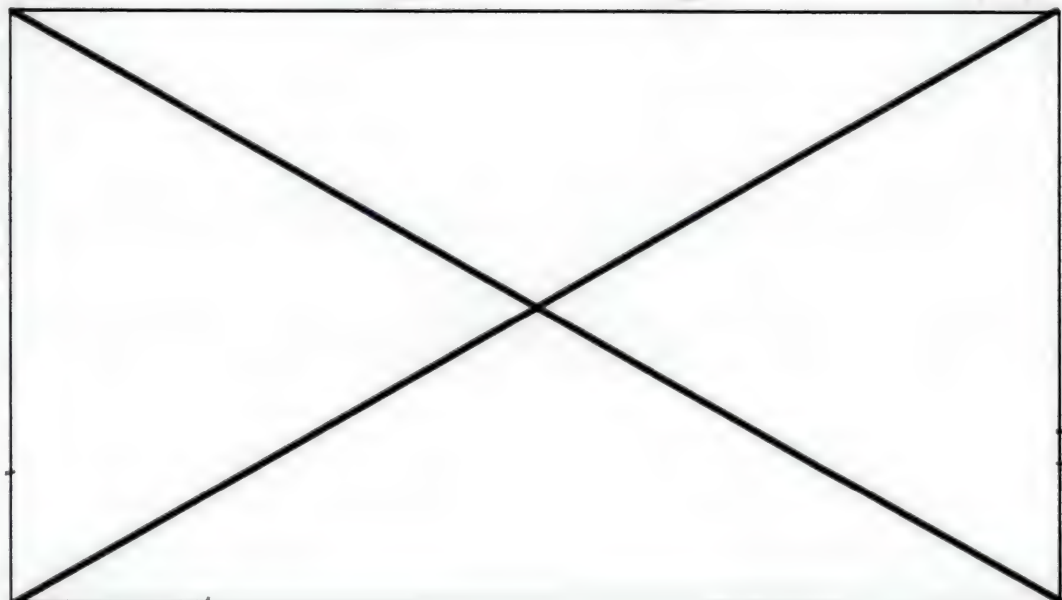


Page 144

Sc. 54 *cont* Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog: <u>LSP</u> : They have absolutely no imagination!	
Action: LSP into a contemptuous pose.	LSP into another pose, more extreme.
Timing:	
JUN 09 2016	

1034-223

EPISODE #

1034/223

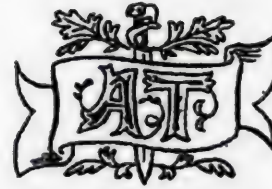
Production :

1034/223

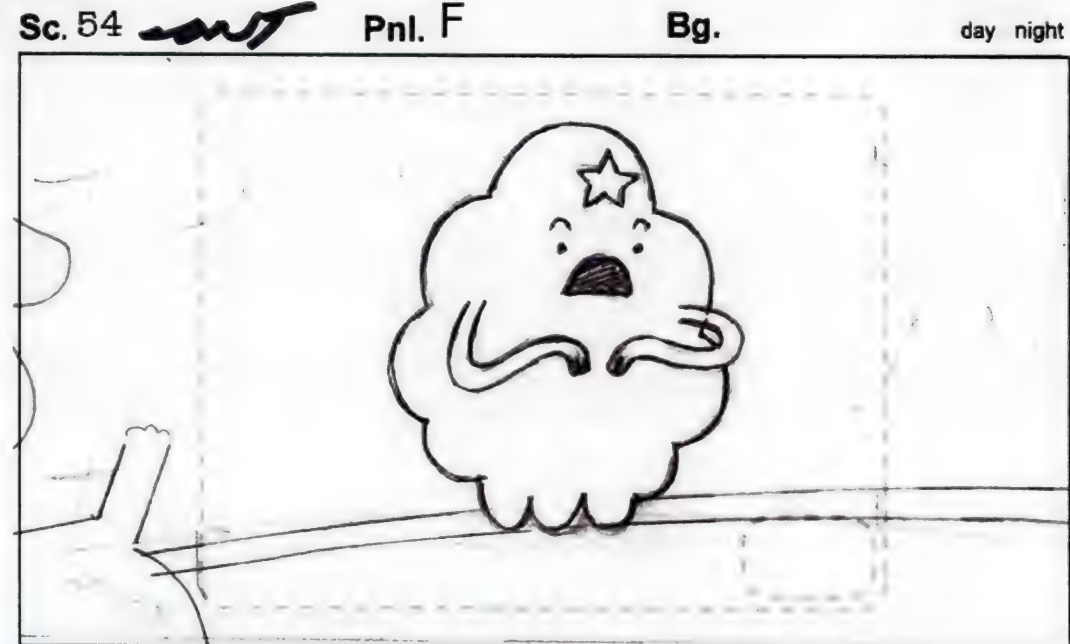
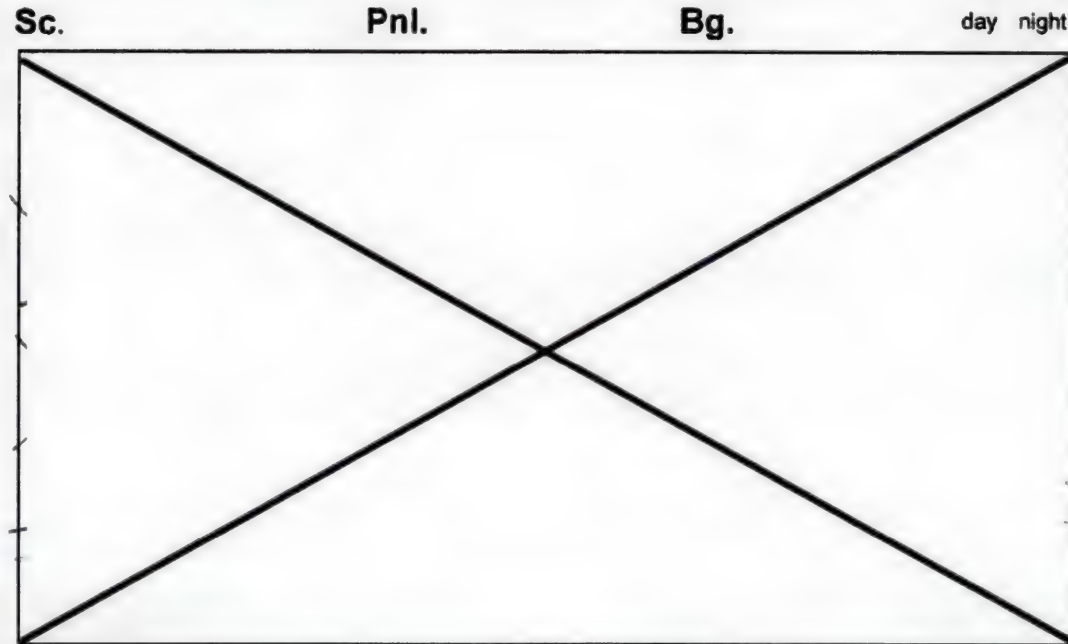
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ADVENTURE TIME



Page 145



Dialog:	LSP: I'm the one who has imagination!
Action:	Pause LSP. Thinking.	LSP gestures toward herself.
Timing:	JUN 09 2015	

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1034/223

ADVENTURE TIME



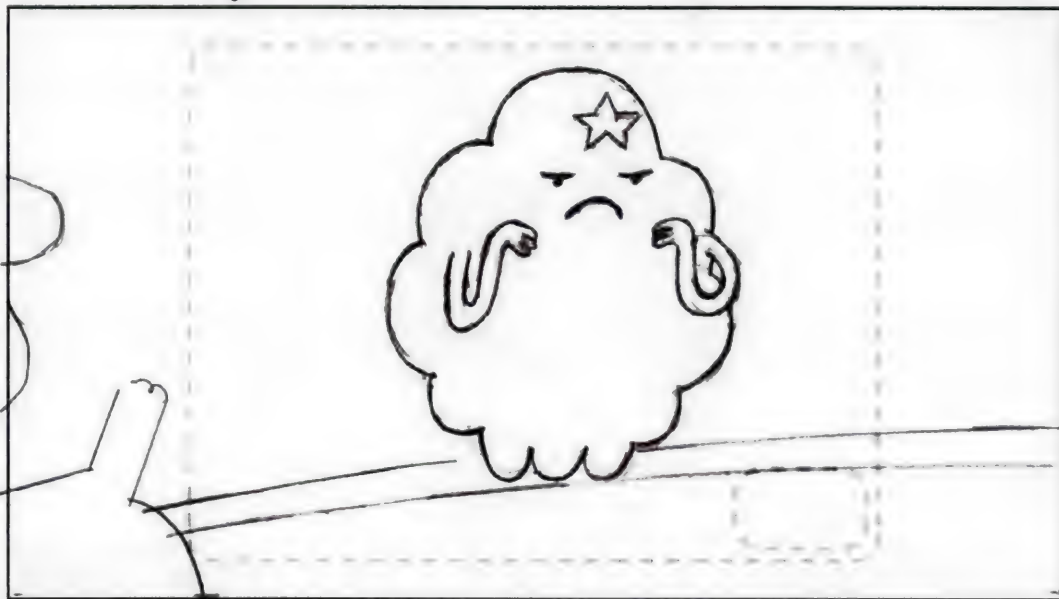
Page 146

Sc. 54 *cont*

Pnl. G

Bg.

day night



Sc. 54 *cont*

Pnl. H

Bg.

day night



Dialog:

LSP: I'm the one who's special!

Action:

[Antic.]

LSP gestures to herself again.

JUN 09 2015

Timing:

EPISODE # 1034-223

1034/223

Production :

1034/223

ADVENTURE TIME



Page 147

Sc. 54 *cont* Pnl. I Bg. day night



Sc. 55 Pnl. A Bg. day night



Dialog:	
Action: LSP leans on one arm. Now she is trying to think positive.	On Viola, listening to LSP.
JUN 09 2015	
Timing:	

1034-223

EPISODE #

Production :

1034/223

1034/223

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ADVENTURE TIME



Sc. 56

Pnl. A

Bg.

day night



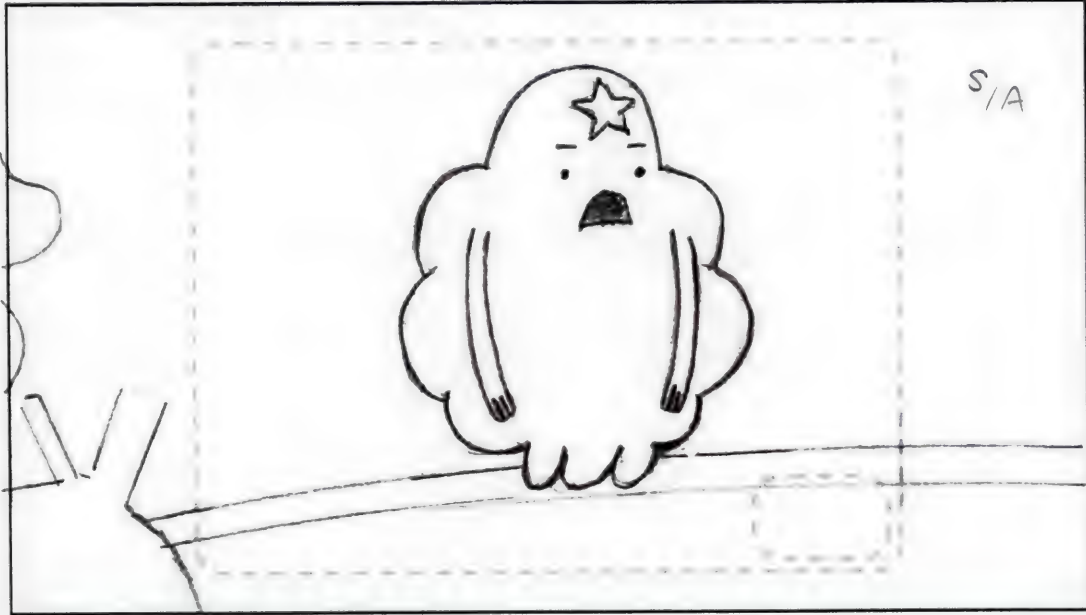
Sc. 56

cut

Pnl. B

Bg.

day night



S/A

Dialog:

LSP: I think my play will prove that

LSP/ [sigh]

Action:

JUN 09 2015

Timing:

1034-223

EPISODE #

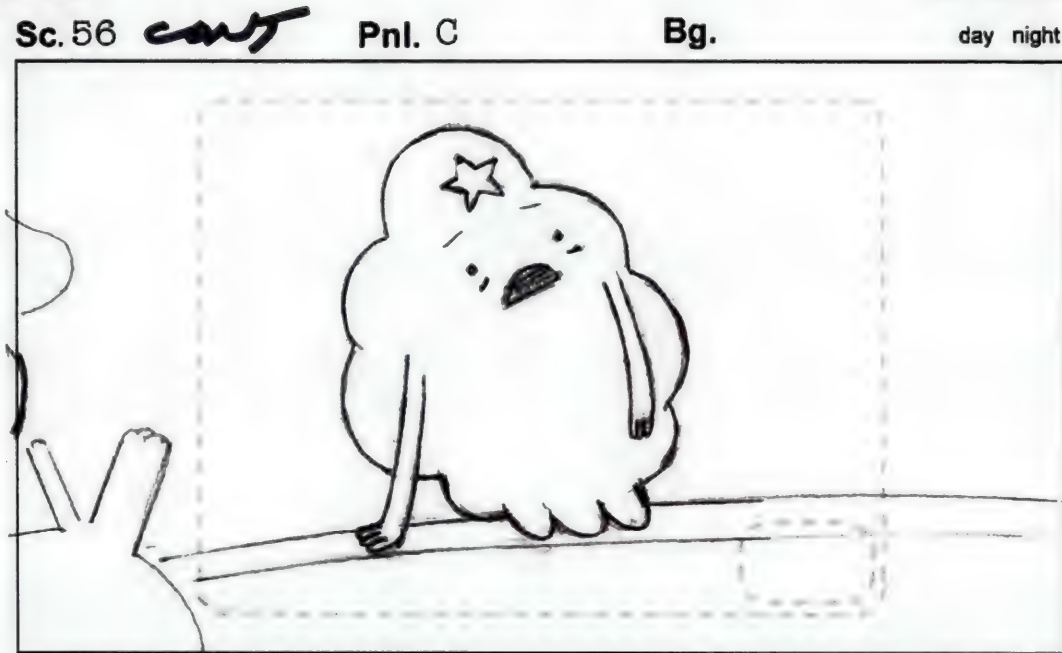
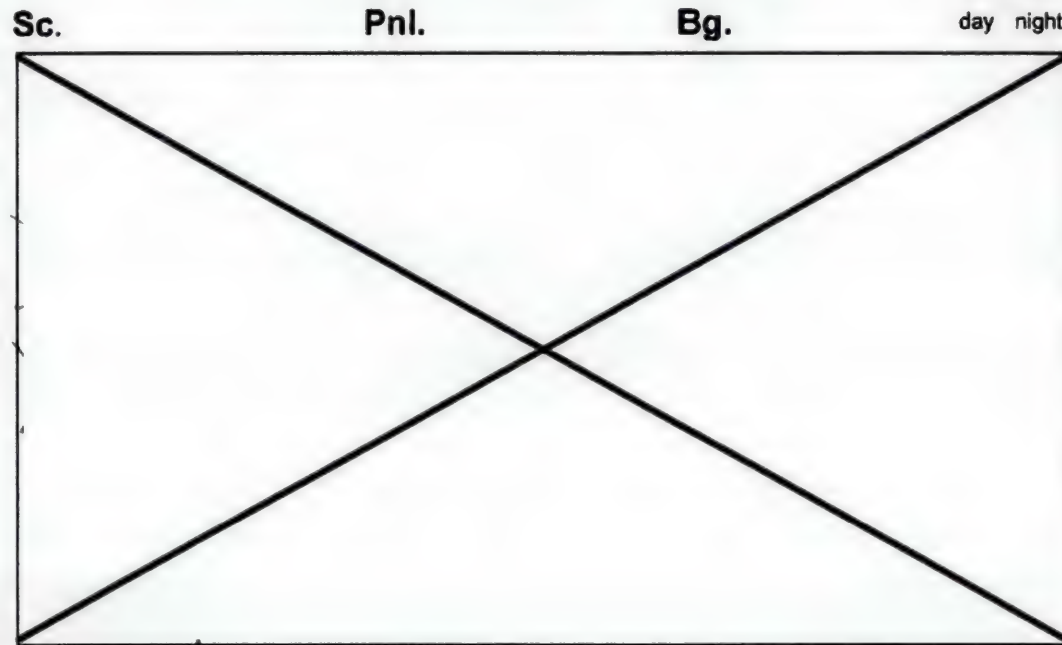
1034/223

Production :

ADVENTURE TIME



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Dialog:	<i>LSP: sigh ...</i>
Action:	LSP returns to leaning on one arm. <div>JUN 09 2015</div>
Timing:	

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EPISODE #

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Production :

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ADVENTURE TIME



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Sc. 56 *cont* Pnl. D Bg. day night



Sc. 56 *cont* Pnl. E Bg. day night



Dialog:	LSP: I I'VE had a really	LSP: --- cummy. LIFE
Action:	LSP is lost in thought, begins to lie down.	
Timing:		

JUN 09 2015

EPISODE # 1034-223

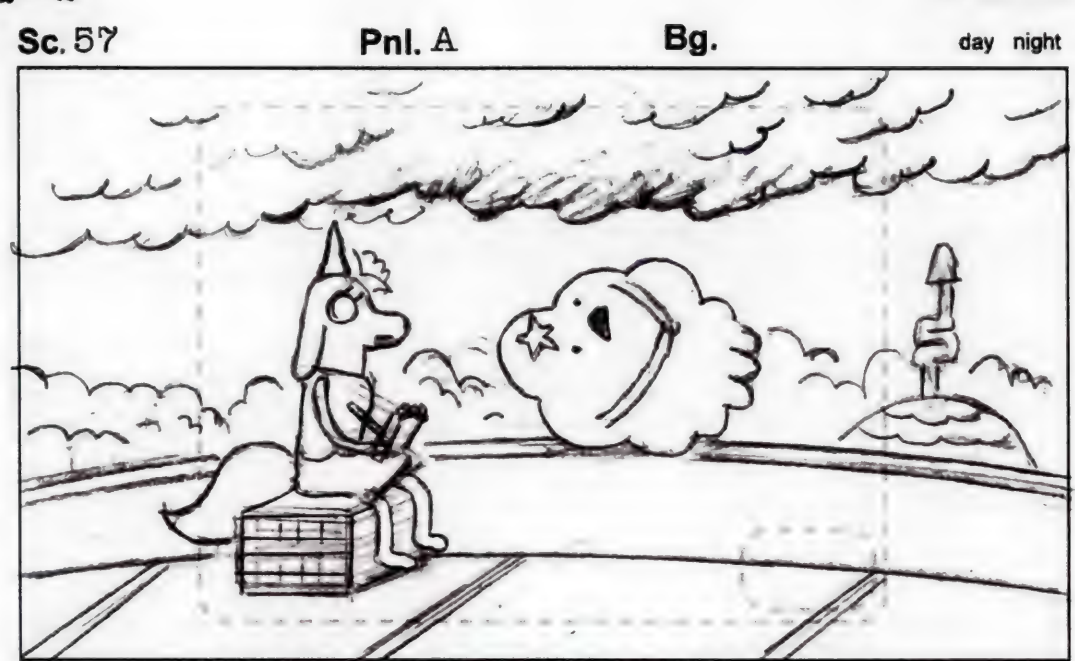
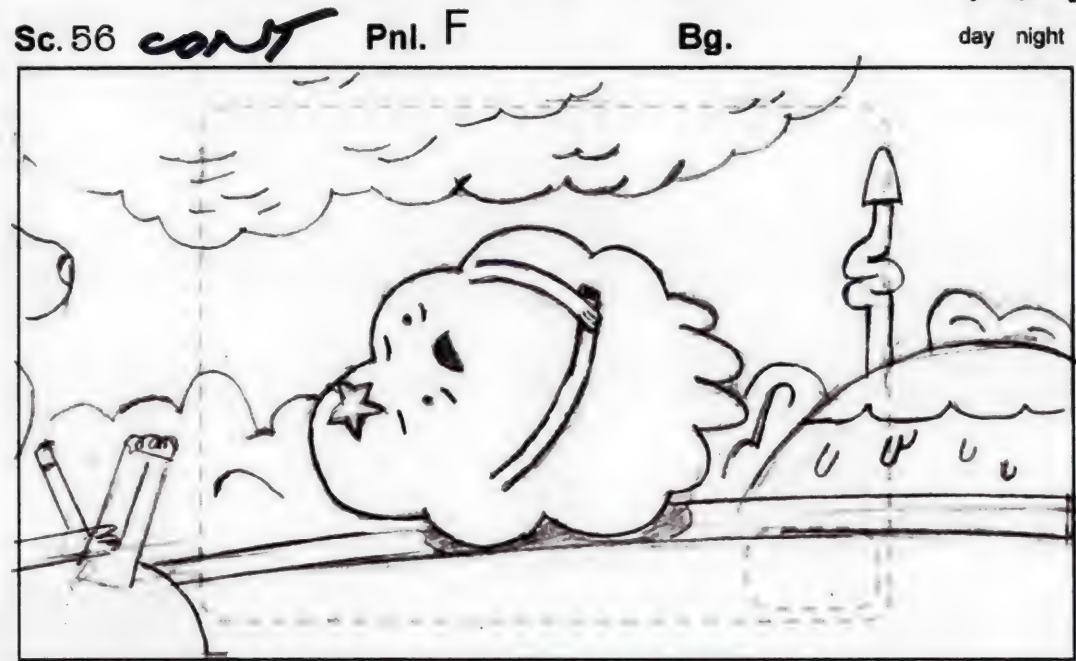
1034/223

Production :

1034/223

1034/223

ADVENTURE TIME



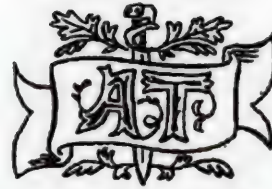
EPISODE # 1034-223

1034/223

Production :

Dialog:	LSP: --- everything was okay when I was a little kid and I could Just hang out	LSP: -- by MYSELF and make up little games
Action:	Cut back to reveal that the scene looks like a psychiatrist and patient.	
Timing:	JUN 09 2010	

ADVENTURE TIME

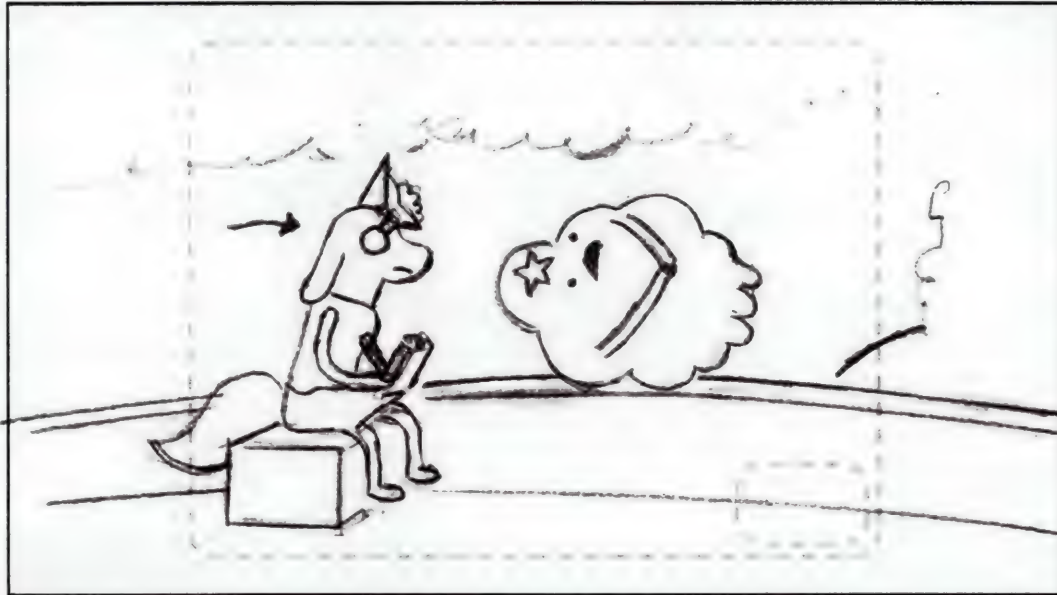


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NO PG 153
day night

Sc. 57 *cont* Pnl. B

Bg.

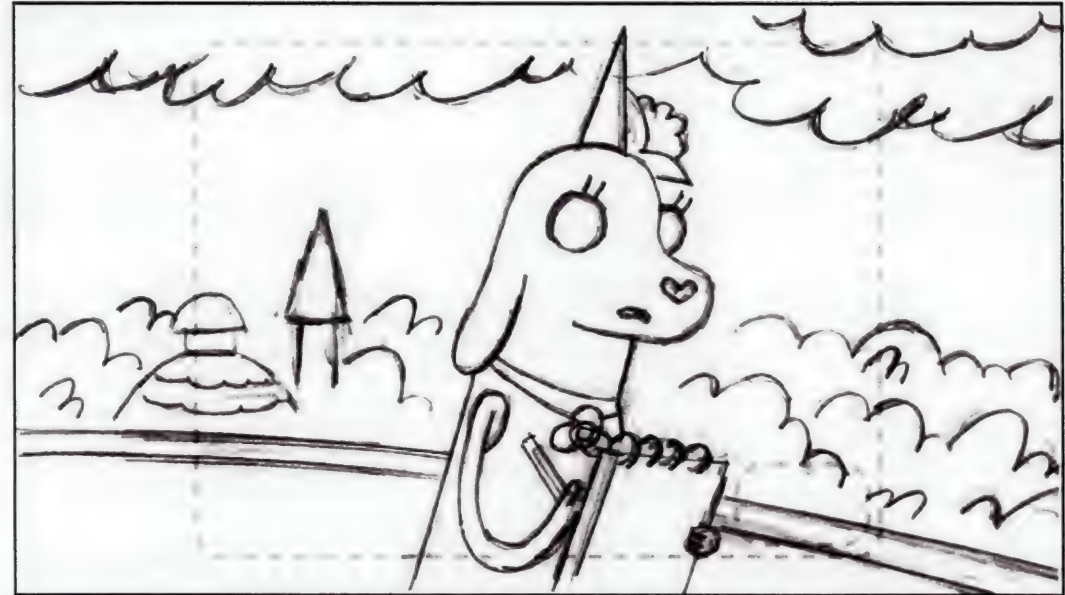
day night



Sc. 58

Pnl. A

Bg.



EPISODE # 1034-223

Dialog:

Viola: Have you tried talking about this to anyone else? --

Action:

Viola leans forward to say something.

JUN 09 2015

Timing:

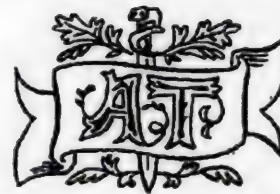
Production :

1034/223

1034/223

1034/223

ADVENTURE TIME



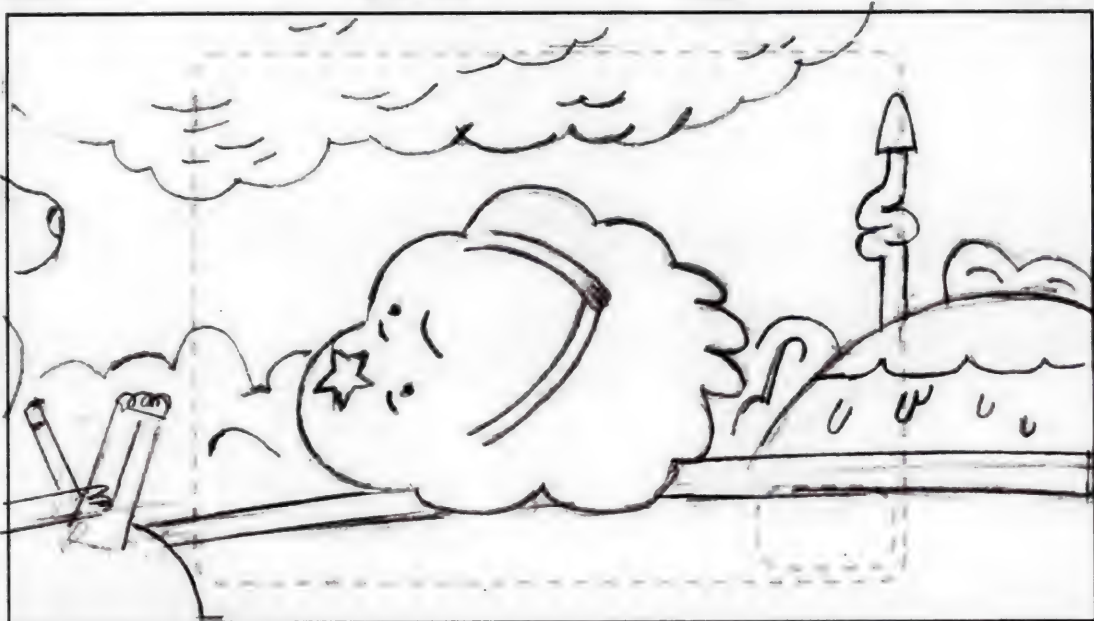
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Sc. 59

Pnl. A

Bg.

day night



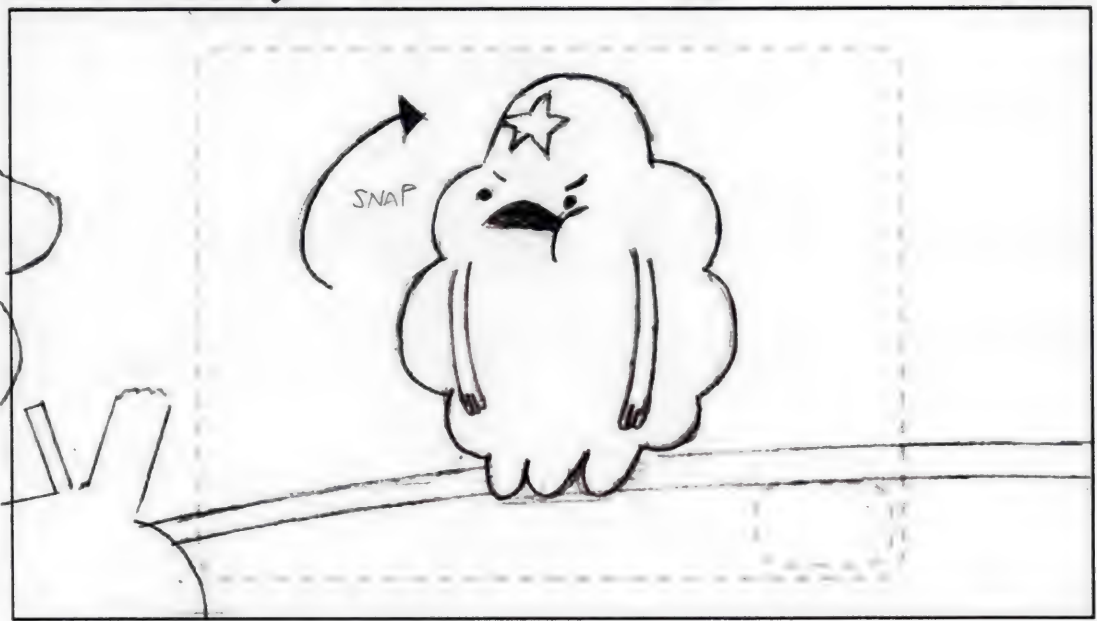
Sc. 59

cont

Pnl. B

Bg.

day night



Dialog:

LSP: No!

Action: LSP snaps out of her mood of introspection.

LSP turns to talk to Viola (impatiently).

JUN 09 2015

Timing:

1034-223
EPISODE #

Production :

1034/223

1034/223

1034/223

ADVENTURE TIME



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Sc. 59 *cont* Pnl. C Bg. day night



Sc. 59 *cont* Pnl. D Bg. day night



Dialog:

LSP: It's part of your job!

Action:

(Rain is starting to come down.)

JUN 09 2015

Timing:

1034-223

EPISODE #

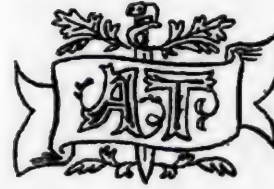
1034/223

Production :

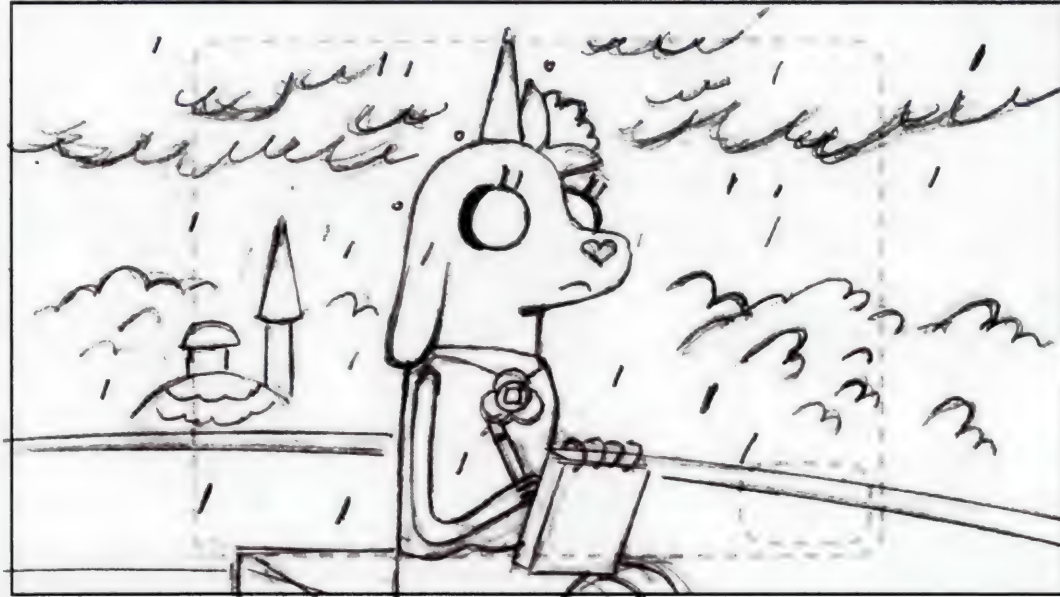
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ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. 60 *cont* Pnl. B Bg. day night



Dialog:	
Action:	Viola notices that it's starting to rain.
Timing:	
JUN 09 2015	

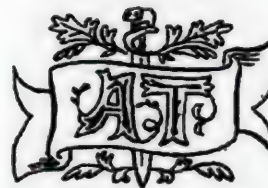
1034-223

EPISODE #

1034/223

Production :

ADVENTURE TIME



Page 157

Sc. 61

Pnl. A

Bg.

day night



Sc. 61

cont

Pnl. B

Bg.

day night



Dialog:	<u>LSP</u> : You'RE lucky, it's starting to rain. . .
Action:	[Start pose] LSP glances up at the sky, while continuing to talk.
Timing:	JUN 09 2015

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EPISODE #

1034/223

Production :

1034/223

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ADVENTURE TIME



Page 158

Sc. 62

Pnl. A

Bg.

day night



Sc. 62

cont

Pnl. B

Bg.

day night



Dialog: LSP: Now pay close attention---

LSP: --- to these raindrops,

Action: LSP is looking up a bit, at the rain.

LSP turns to Viola again.

JUN 09 2015

Timing:

1034-223

EPISODE #

1034/223

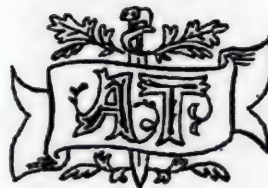
Production :

1034/223

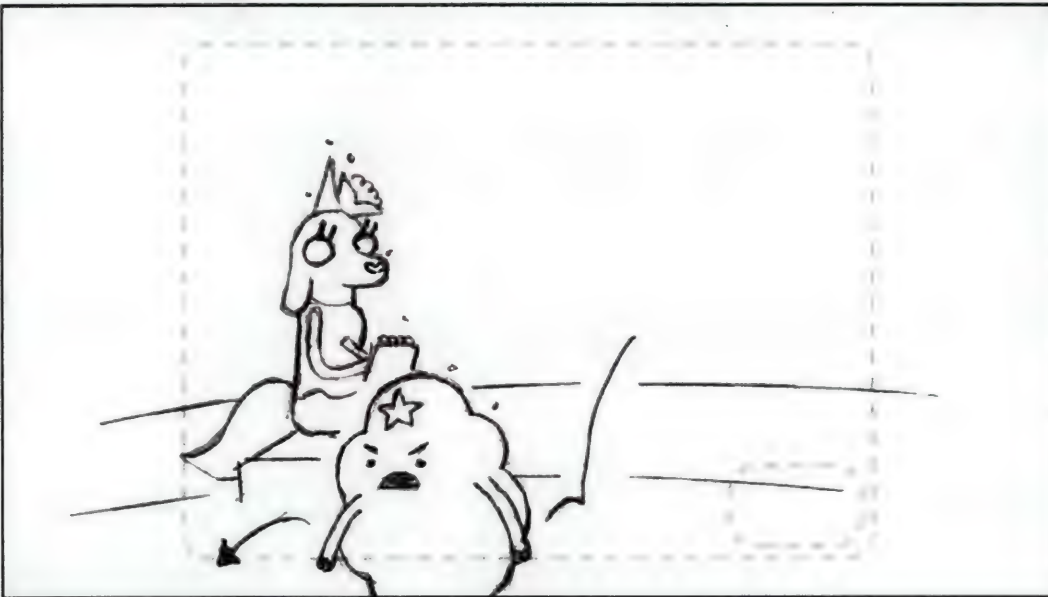
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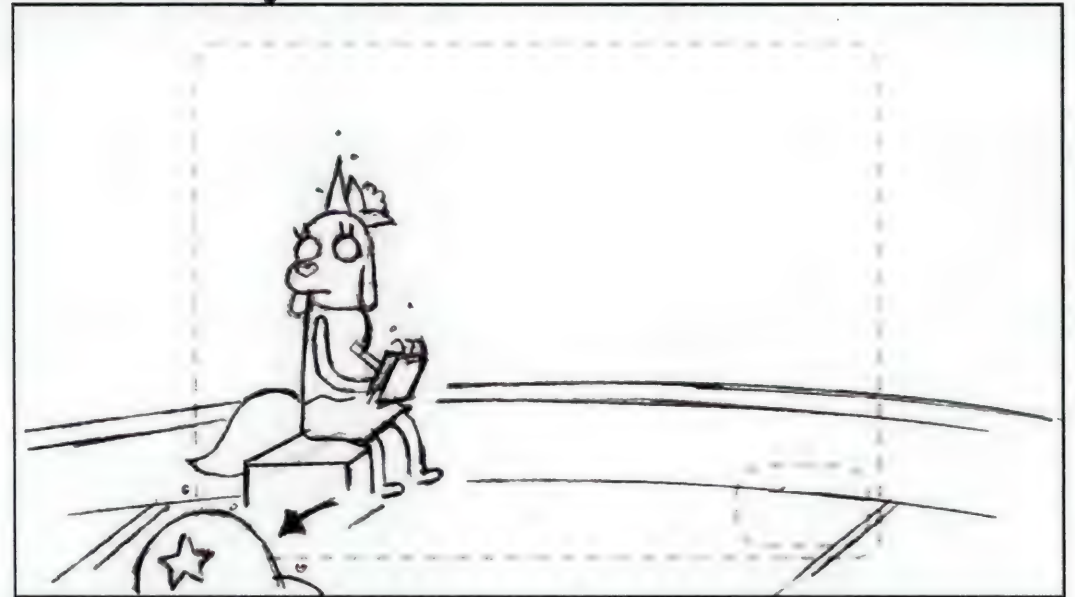
ADVENTURE TIME



Sc. 62 *CONT* Pnl. C Bg. day night



Sc. 62 *CONT* Pnl. D Bg. day night



Dialog: LSP: --- you should fill the whole sketchbook!

Action: - LSP exits, leaving Viola to study the rain.

Timing:

JUN 09 2016

1034-223

EPISODE #

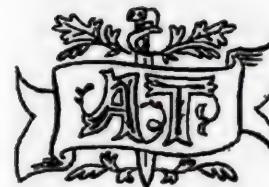
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ADVENTURE TIME



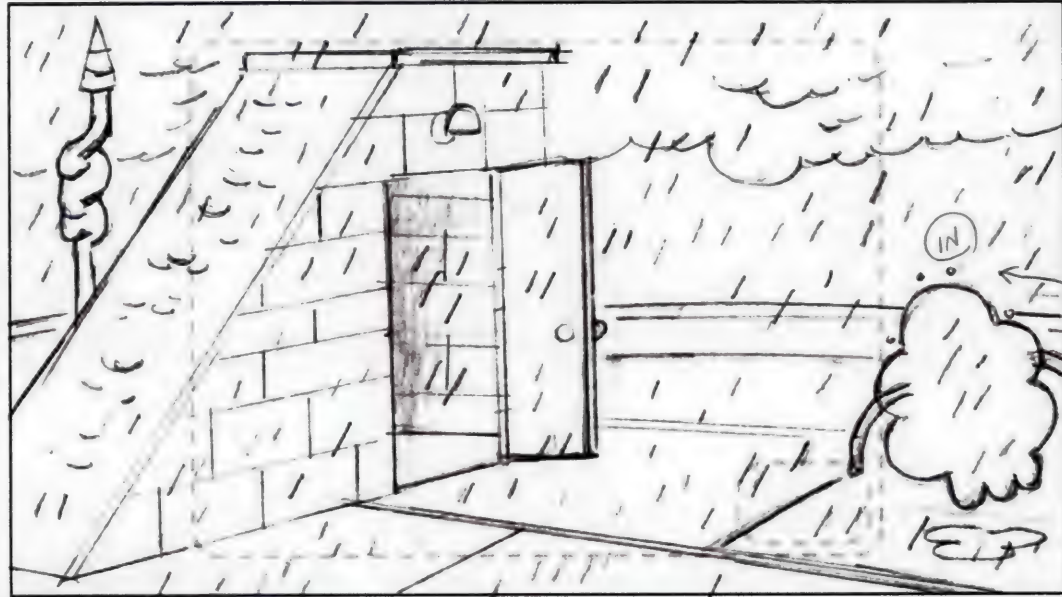
Page 160

Sc. 63

Pnl. A

Bg.

day night



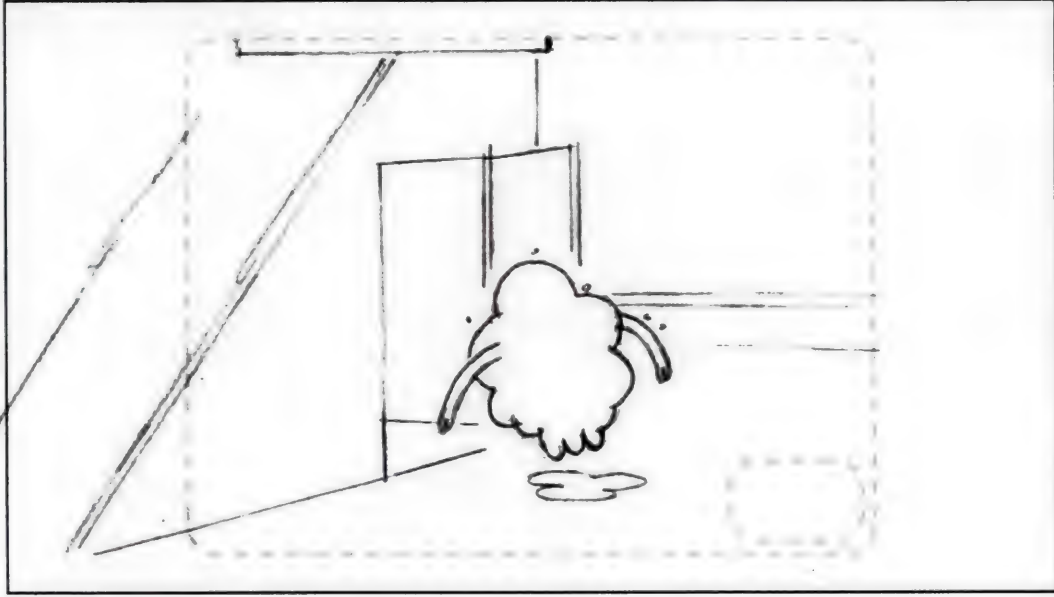
Sc. 63

~~cont~~

Pnl. B

Bg.

day night



Dialog:	<u>LSP</u> : I want to see some ---	<u>LSP</u> : --- classy raindrops on opening night.
Action:	LSP goes to the rooftop door, still talking to Viola.	
Timing:	JUN 09 2015	

EPISODE # 1034-223

Production :

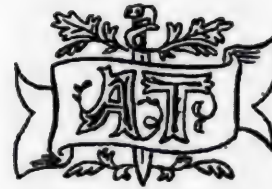
1034/223

1034/223

1034/223

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ADVENTURE TIME



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Sc.

Pnl.

Bg.

day night

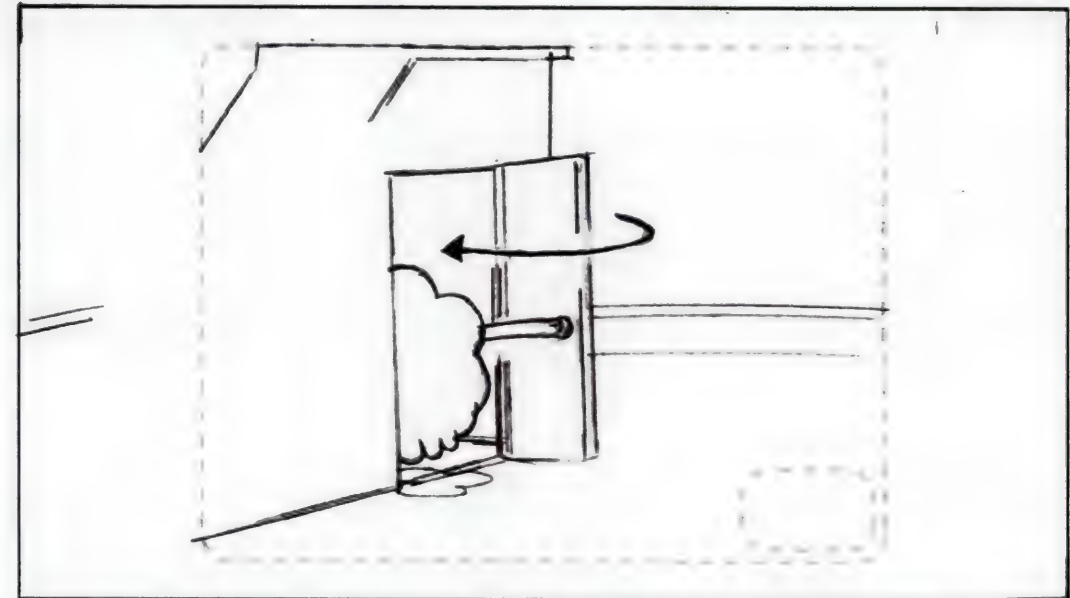
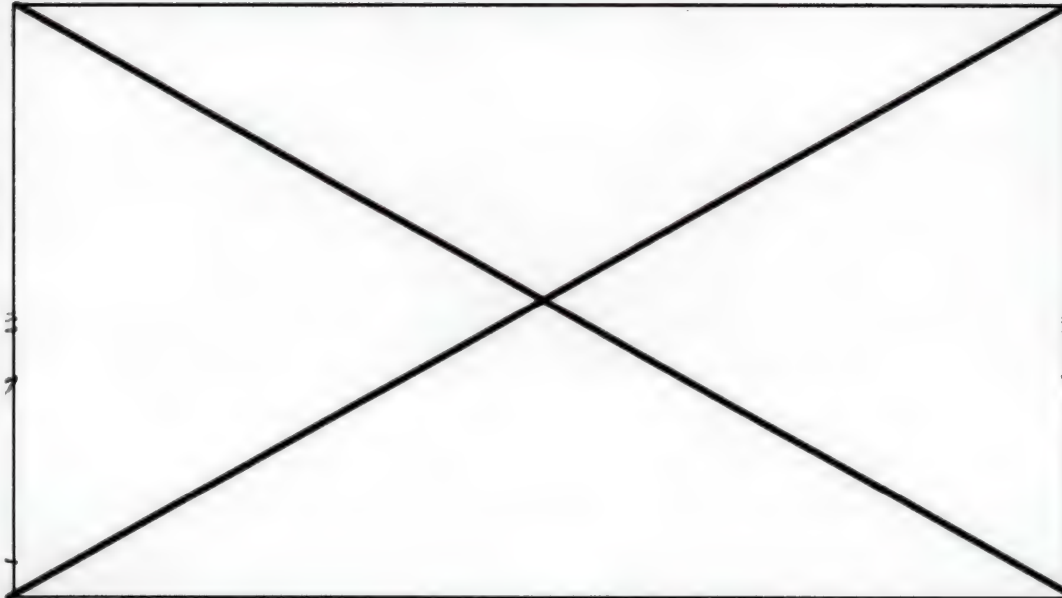
Sc. 63

cont

Pnl. C

Bg.

day night



Dialog:

Action: LSP turns back to Viola, to say a last (impatient) word.

LSP goes into the stairwell, pulling the door closed behind her.

JUN 09 2015

Timing:

EPISODE # 1034-223

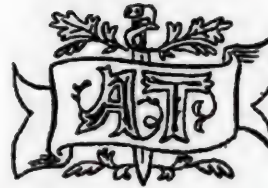
Production :

1034/223

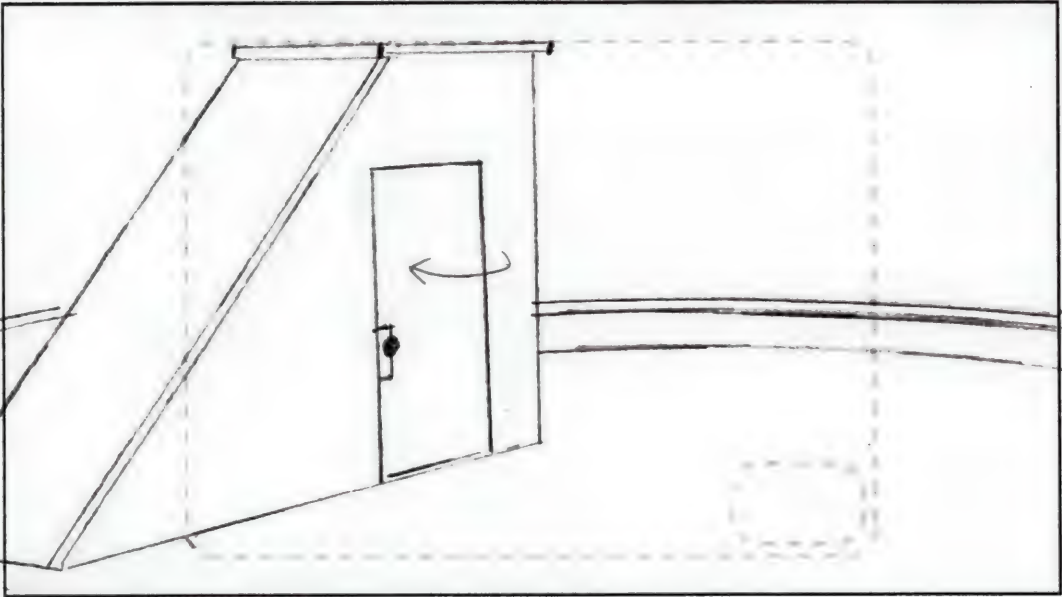
1034/223

1034/223

ADVENTURE TIME



Sc. 63 *cont* Pnl. D Bg. day night



Sc. 64 Pnl. A Bg. day night



Dialog:	<p>SFX: Bam! [Door closing] Ker-chunk. [Door being locked]</p>
Action:	<p>On Viola, looking toward the rooftop door.</p> <p>JUN 09 2015</p>
Timing:	

1034-223

EPISODE #

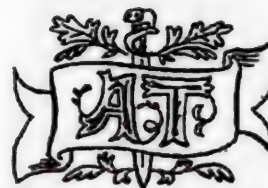
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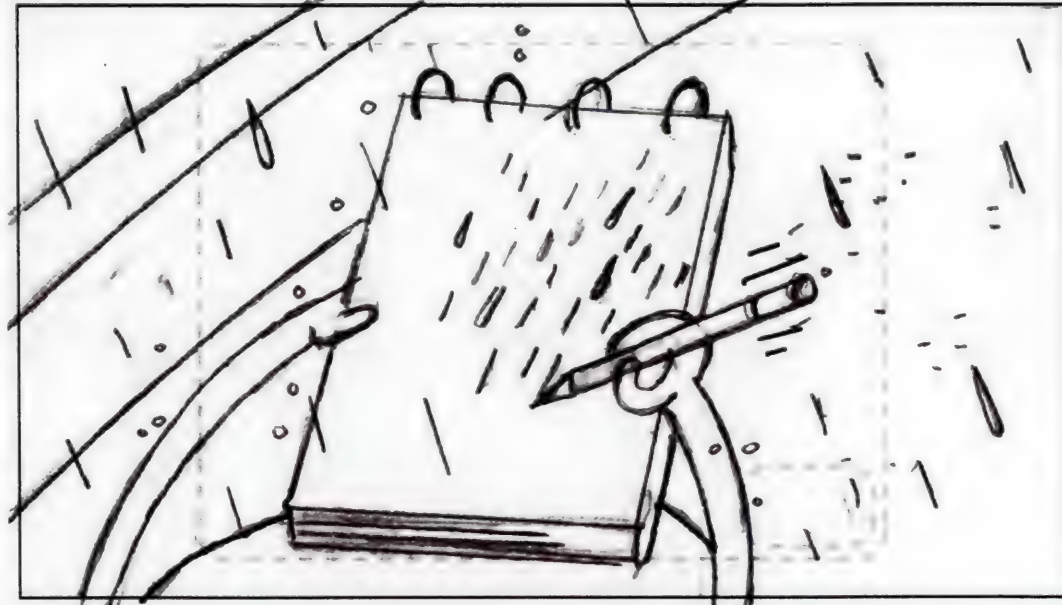
ADVENTURE TIME




Sc. 64 *cont* Pnl. B Bg. day night



Sc. 65 Pnl. A Bg. day night



Dialog:	
Action:	Viola turns to the pad and begins sketching raindrops.
	Close on the pad, as Viola sketches various raindrops.
Timing:	

JUN 09 2016

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Production :

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ADVENTURE TIME



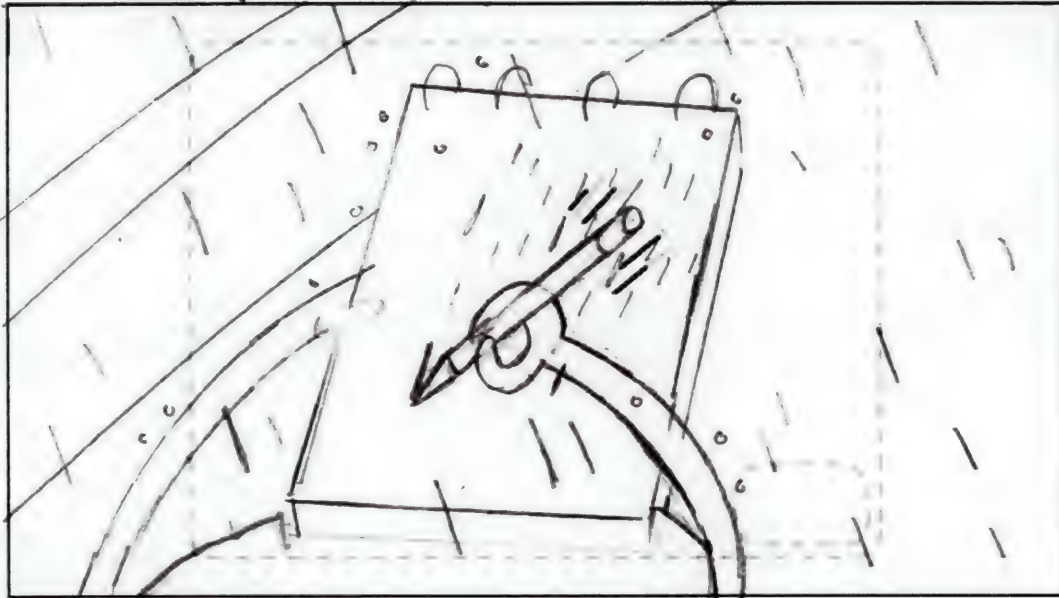
Page 164

Sc. 65 *CONT*

Pnl. B

Bg.

day night

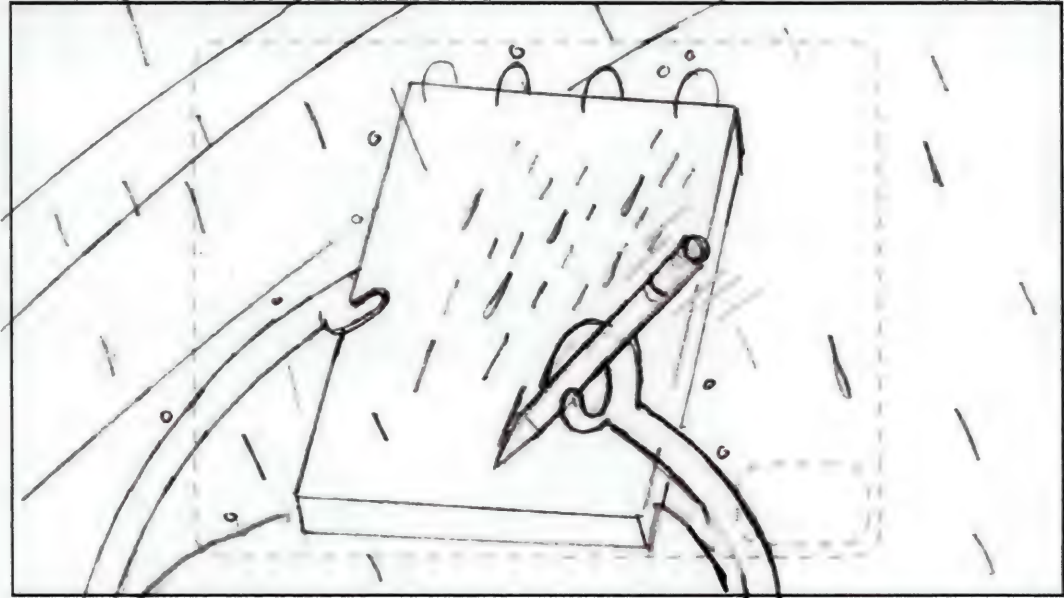


Sc. 65 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

1034-223

EPISODE #

Production :

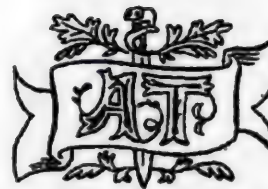
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1034/223

1034/223

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ADVENTURE TIME



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Sc. 66

Pnl. A

Bg.

day night

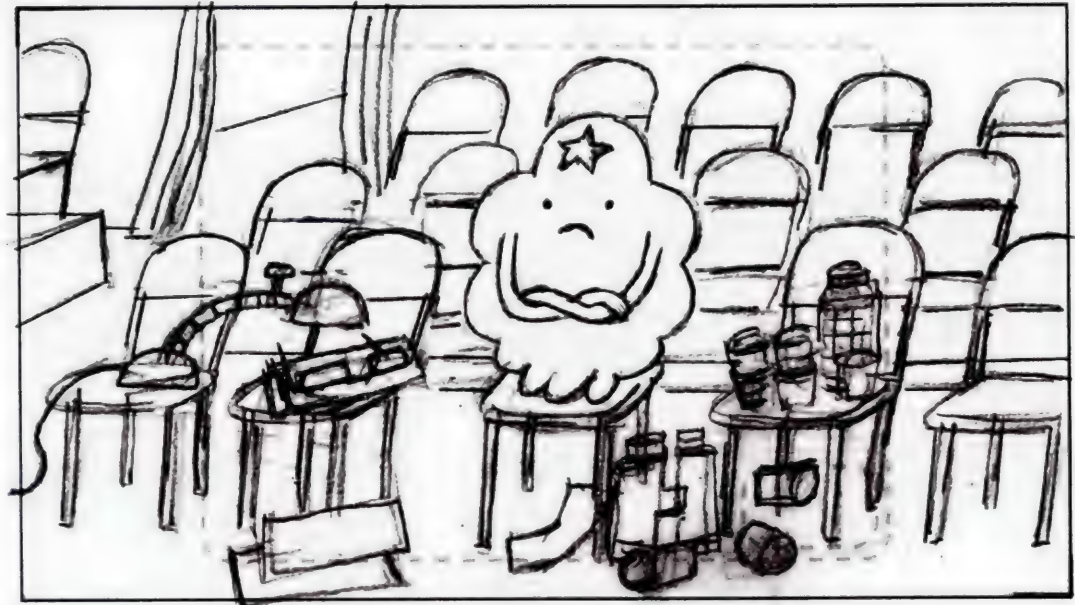


Sc. 67

Pnl. A

Bg.

day night



Dialog:		Tree Trunks (O/S): It's so good to see you, Nigel.	
Action: Close on Viola, who is making the best of her situation -- she is enjoying sketching the raindrops.		On LSP, watching the rehearsal again.	
Timing:		JUN 09 2015	

A



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EPISODE #

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ADVENTURE TIME



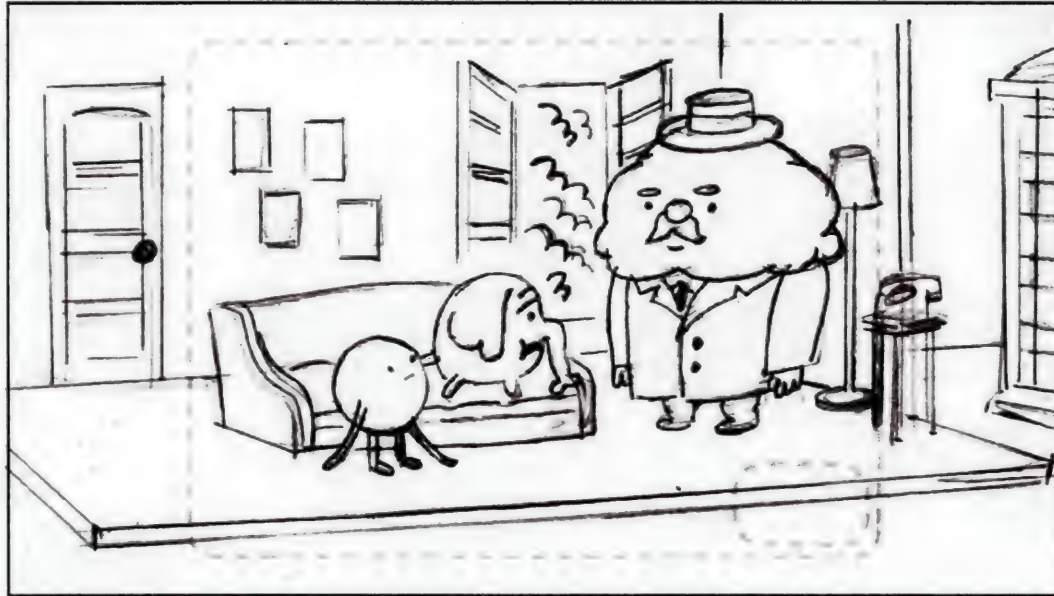
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Sc. 68

Pnl. A

Bg.

day night



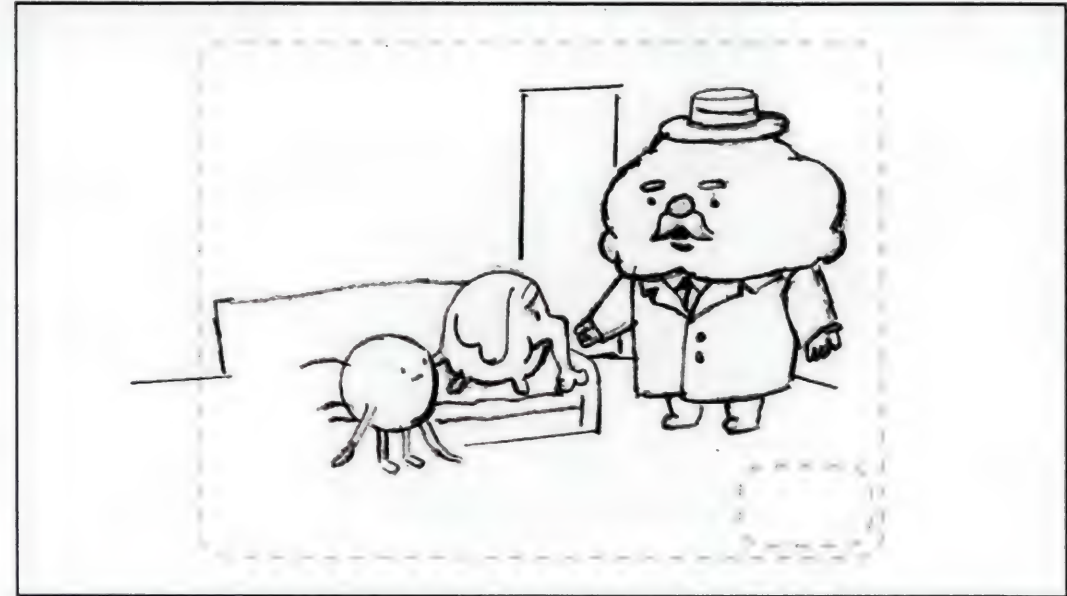
Sc. 68

cut

Pnl. B

Bg.

day night



Dialog: TT: Let Chelmsford take your overcoat.

Mr. C: Very well, Tree Trunks.

Action: The actors act awkwardly.

JUN 09 2015

Timing:

EPISODE #

1034-223

Production :

1034/223

1034/223

1034/223

ADVENTURE TIME

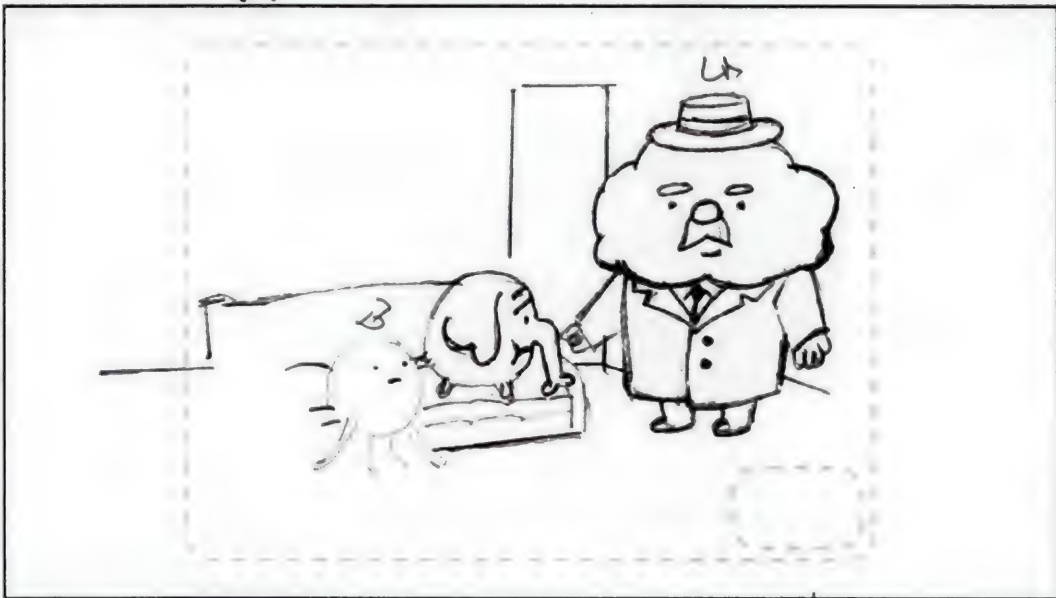


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Sc. 68 *cont* Pnl. C

Bg.

day night

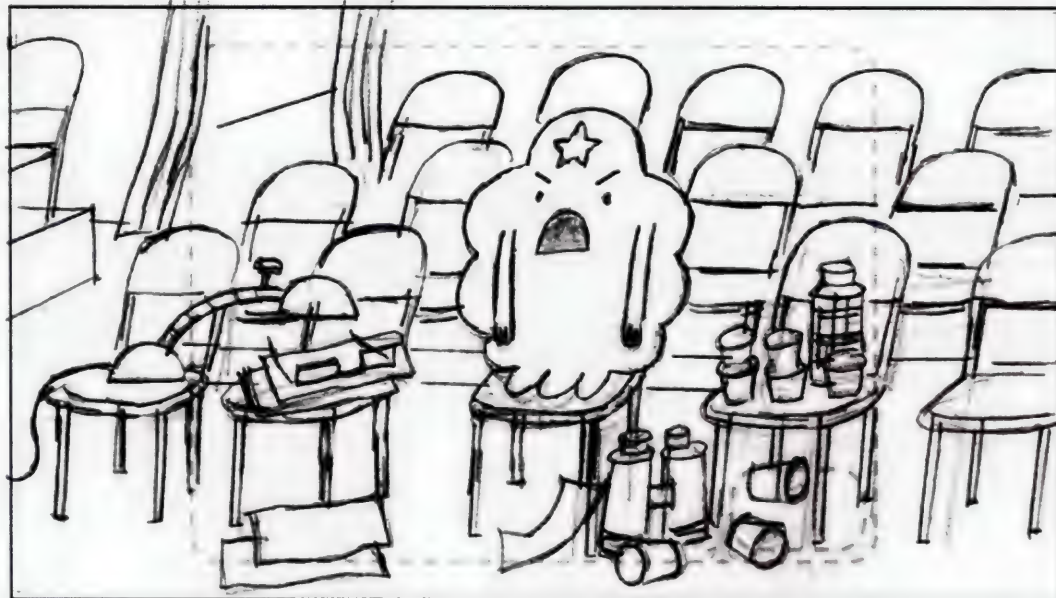


Sc. 69

Pnl. A

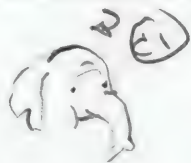
Bg.

day night



Dialog:

LSP (O/S): HER NAME ---



LSP: --- IS MIRANDA HOBSON!

Action:

Mr. Cupcake looks off-stage to LSP, who is shouting at him.

On LSP, shouting at Mr. Cupcake.

JUN 09 2015

Timing:

1034-223

EPISODE #

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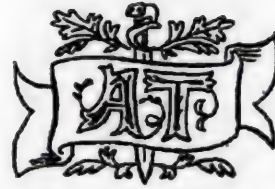
Production :

1034/223

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ADVENTURE TIME



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Sc. 70

Pnl. A

Bg.

day night



Sc. 70

cont

Pnl. B

Bg.

day night



Dialog:

Mr. C: I don't know ---

Action:

Mr. Cupcake talks to LSP.

JUN 09 2003

Timing:

EPISODE #

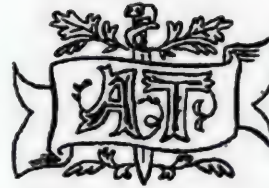
Production :

1034-223

1034/223

1034/223

ADVENTURE TIME



NO SC 71

Sc. 70 *cont* Pnl. C

Bg.

day night



Sc. 70 *cont* Pnl. D

Bg.

day night



Dialog: <u>Mr. C:</u> --- if I can call Tree Trunks by that other name. <u>Mr. C:</u> It seems dishonest. <i>LSP: (O/S) UGH H [GROAN]</i>	
Action:	
Timing:	
JUN 09 2015	

1034-223

EPISODE #

1034/223

Production :

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ADVENTURE TIME



Page 170

Sc. 72 *cont* Pnl. *B* Bg. day night



Dialog:	
Action:	Viola looks up, realizing that it is raining a lot now.
Timing:	

JUN 09 2015

Production :

EPISODE #

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1034'223

1034/223

1034/223

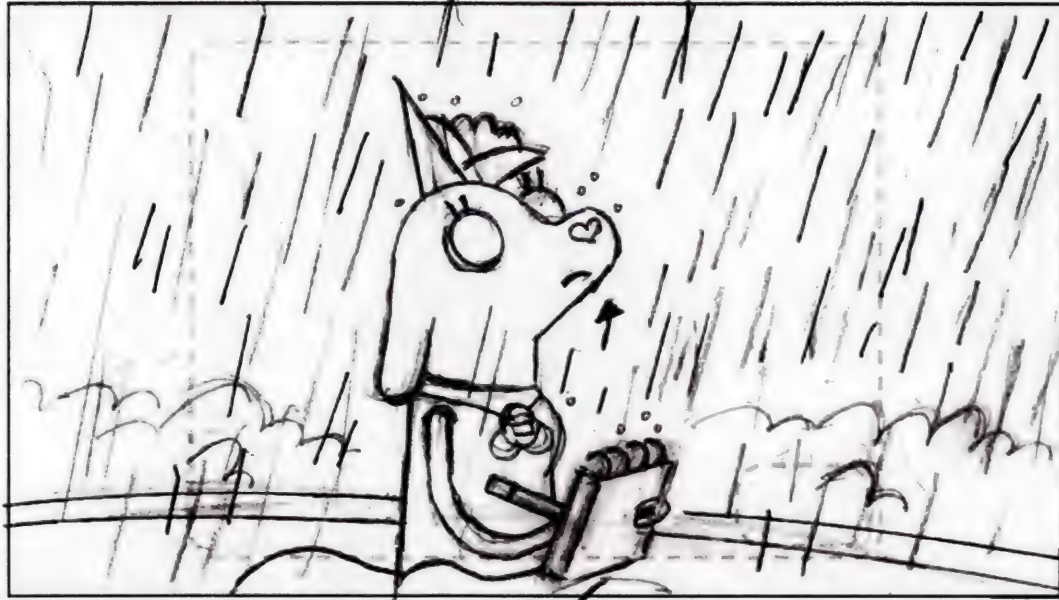
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ADVENTURE TIME



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Sc. 72 *CONT* Pnl. *C* Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:

Action:

JUN 09 2015

Timing:

EPISODE #

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Production :

1034/223

1034/223

ADVENTURE TIME



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Sc. 73 *cont* Pnl. B Bg. day night



Sc. 73 *cont* Pnl. C Bg. day night



Dialog:	
Action: Viola decides to quit sketching. (Rain is still coming down heavily, as indicated in Panel A.)	Viola stands up. (Rain cont. as in Panel A.)
Timing:	

JUN 09 2015

Production :

EPISODE #

1034-223

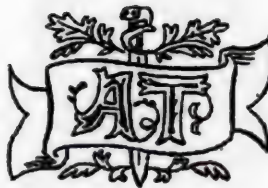
1034/223

1034/223

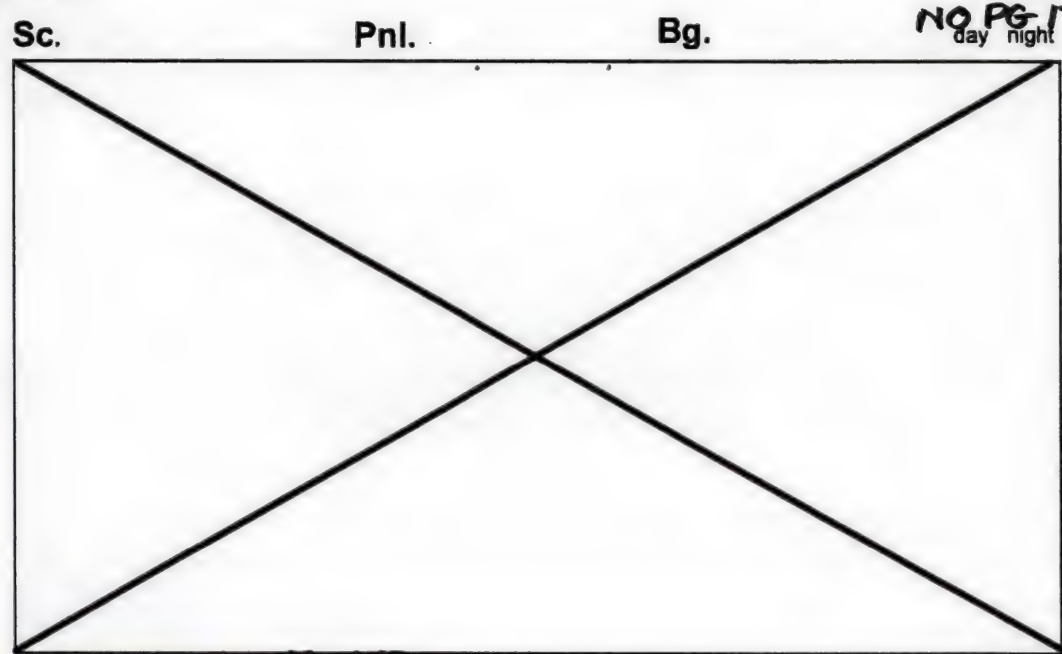
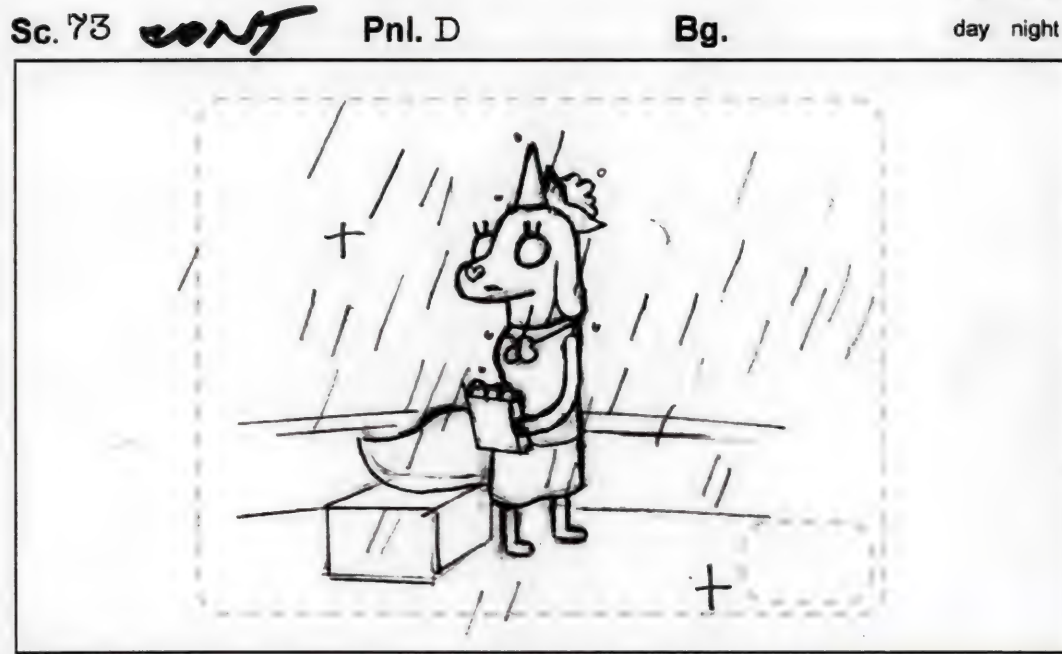
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ADVENTURE TIME



Page 173
NO PG 174
day night



Dialog:		
Action:		
Timing:		
- VIOLA WALKS TOWARDS DOOR cont. heavy rain as in Panel A		JUN 09 2015

EPISODE # 1034-223

Production :

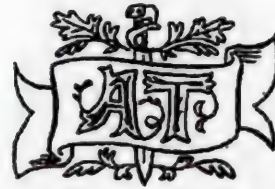
1034/223

1034/223

1034/223

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ADVENTURE TIME



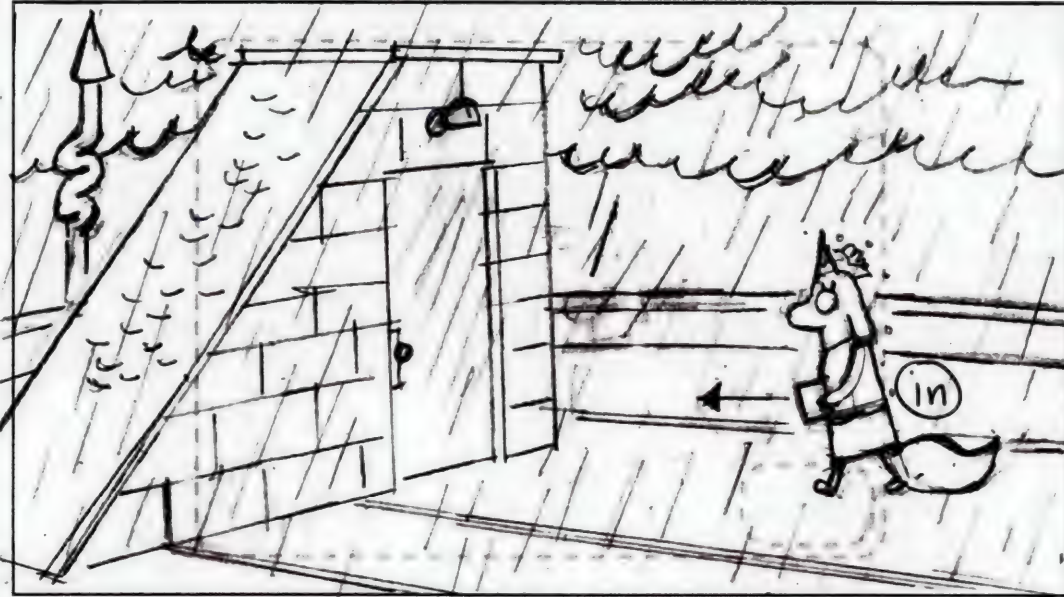
Page 175

Sc. 74

Pnl. A

Bg.

day night



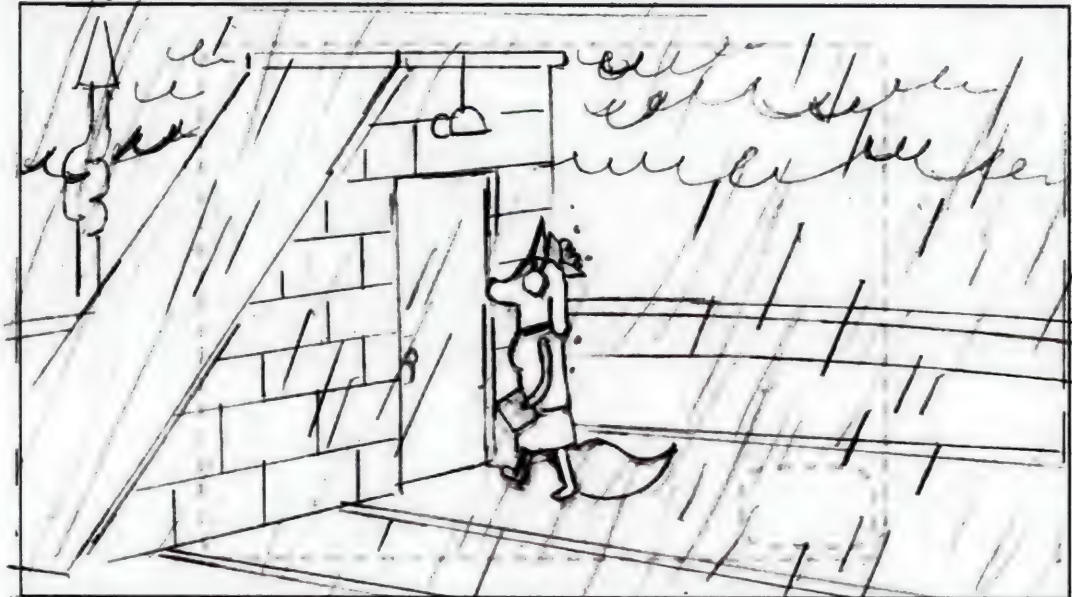
Sc. 74

cont

Pnl. B

Bg.

day night



Dialog:

Action: On Viola entering scene.
The rooftop door has been closed (and locked) by LSP.

JUN 09 2015

Timing:

1034-223

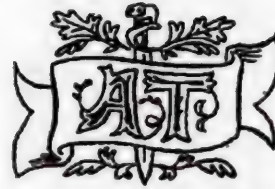
EPISODE #

1034/223

Production :

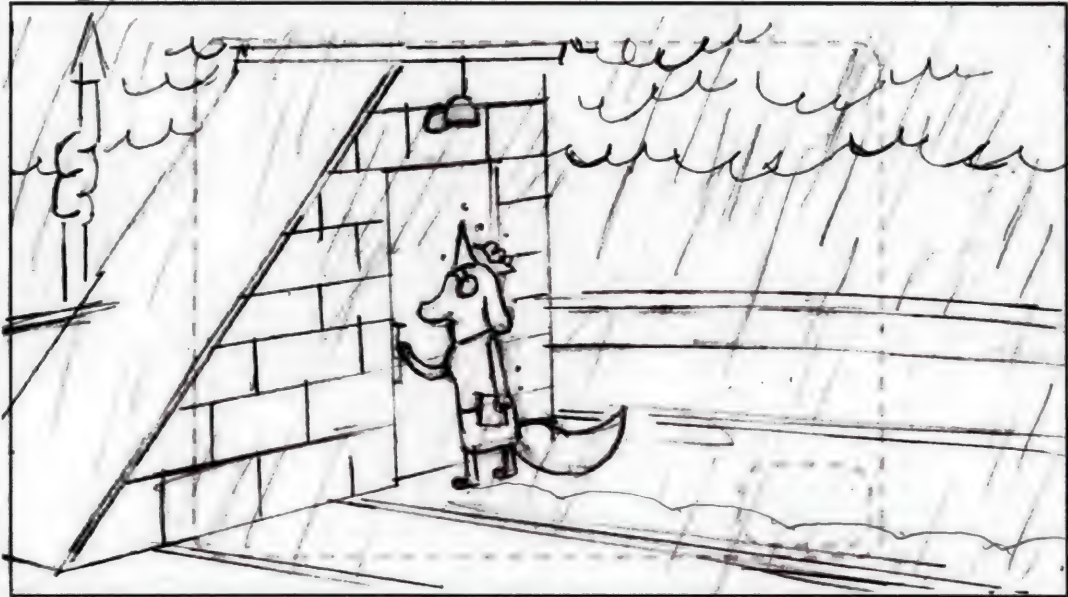
1034/223

ADVENTURE TIME

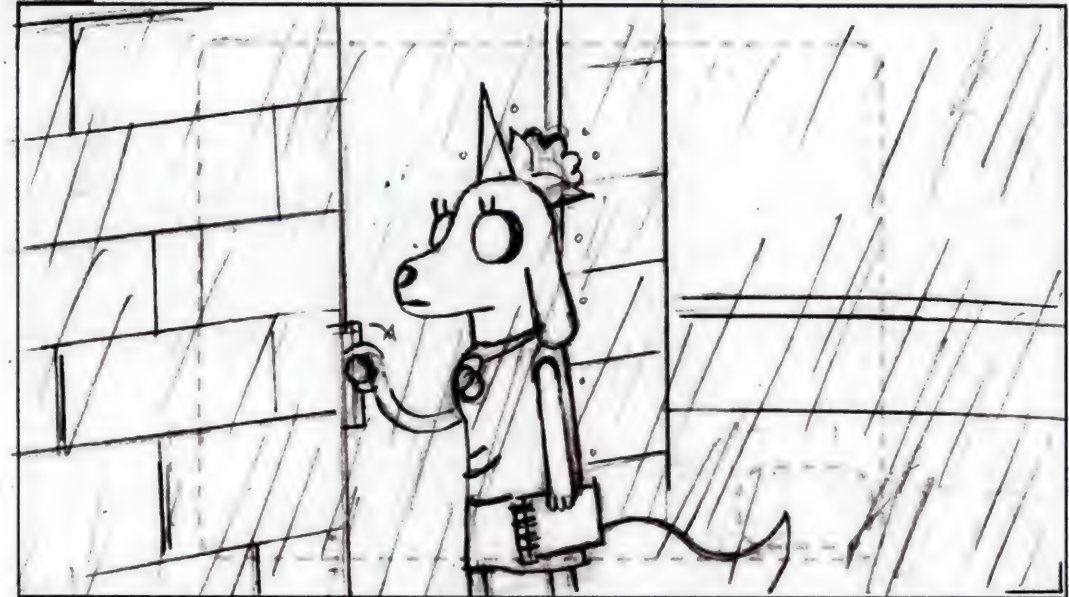


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Sc. 74 *CONT* Pnl. C Bg. day night

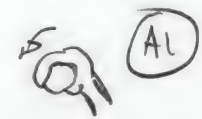


Sc. 75 Pnl. A Bg. day night



Dialog:

SFX: Rattle. [Doorknob]



Action:

Viola tests the doorknob. The door is locked.

JUN 09 2015

Timing:

1034-223

EPISODE #

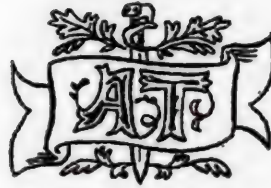
1034/223

Production :

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ADVENTURE TIME



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Sc. 75 *cont* Pnl. B Bg. day night



Sc. 75 *cont* Pnl. C Bg. day night



Dialog:

SFX: Rattle.

Action:

Pause. Thinking.

JUN 09 2015

Timing:

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EPISODE #

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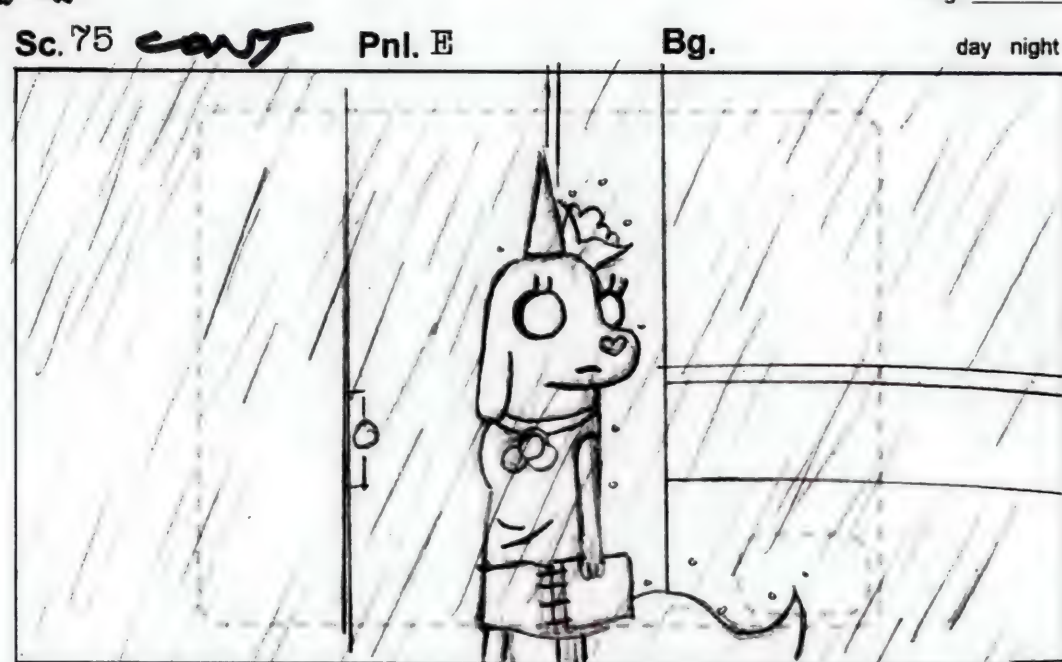
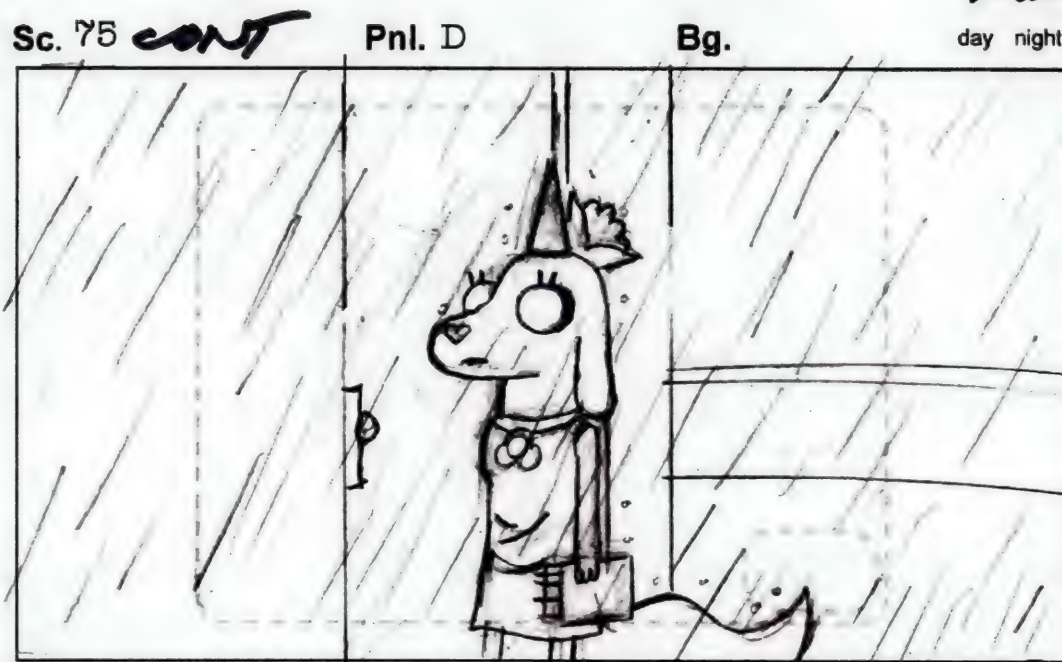
Production :

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ADVENTURE TIME



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Dialog:	
Action: Viola lowers her hand. Thinking.	Viola looks around. Thinking.
Timing:	
JUN 09 2015	

EPISODE #

Production :

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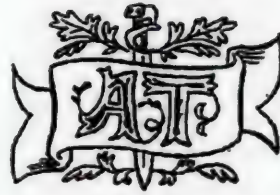
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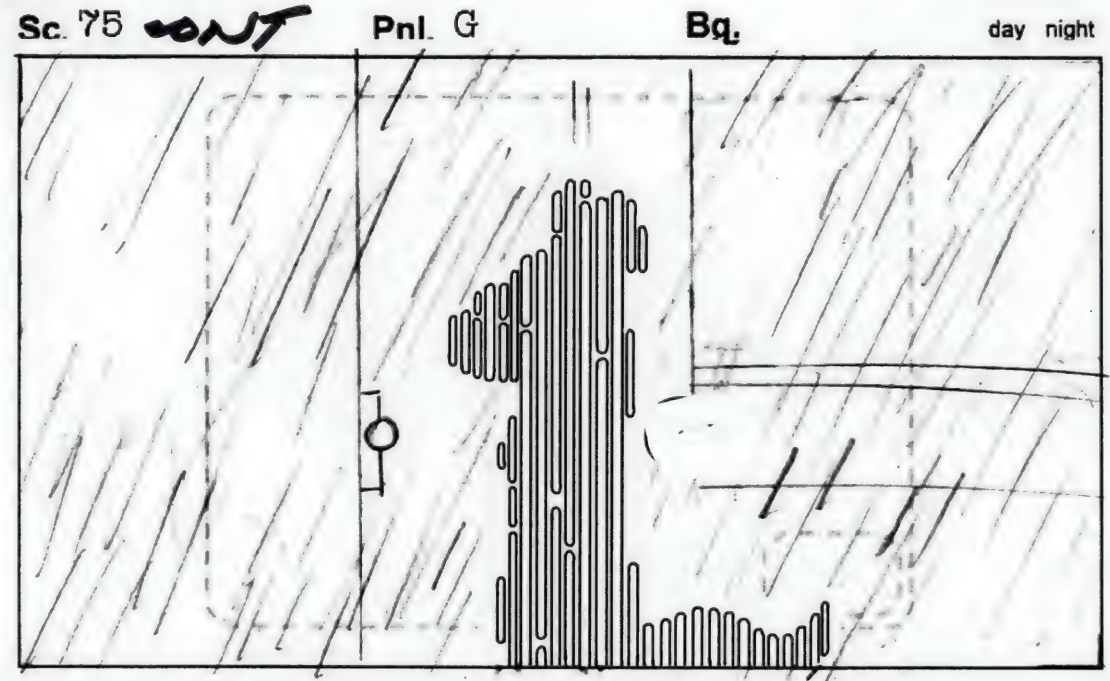
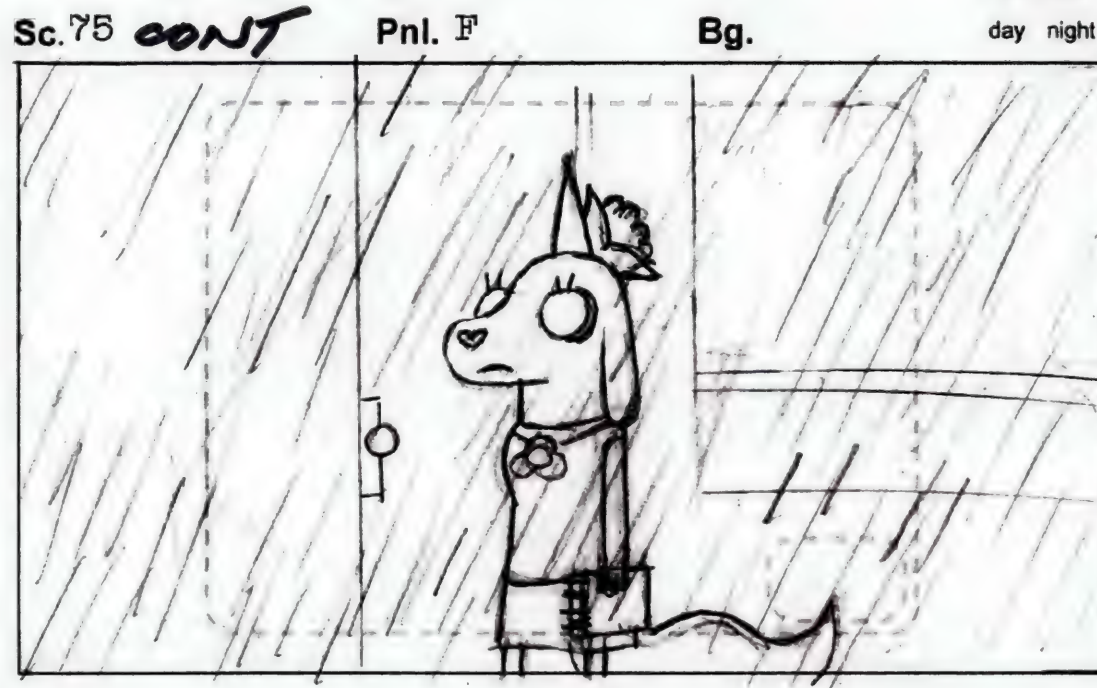
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ADVENTURE TIME



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Dialog:

Action:

Timing:



SFX: * VMMM *

(G)

Viola uses her TELEPORTATION power to leave the roof.

JUN 09 2015

Production :

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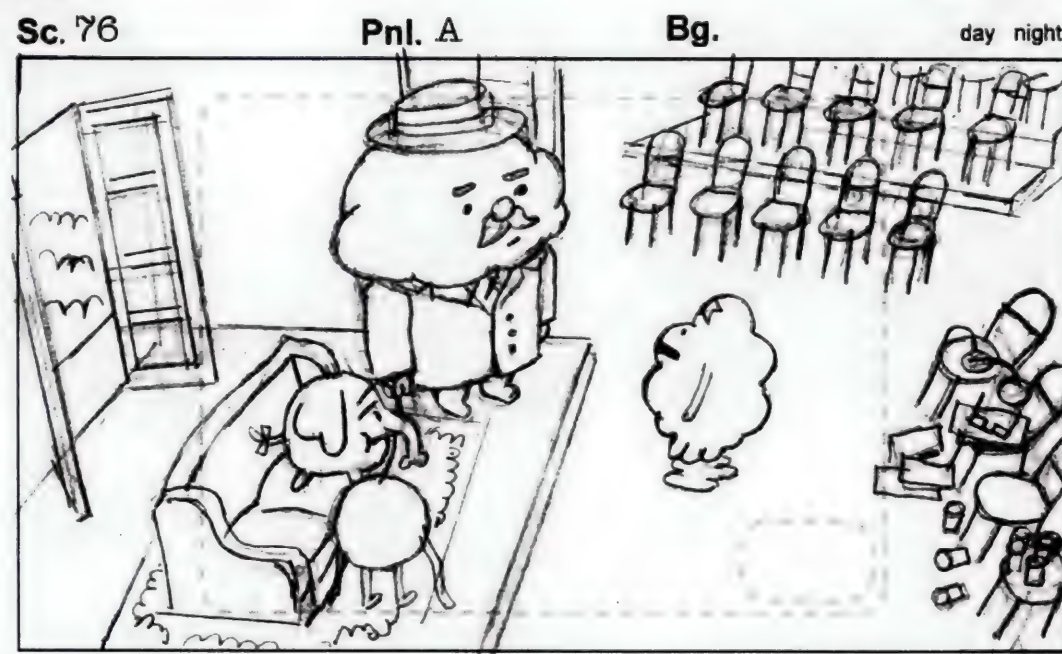
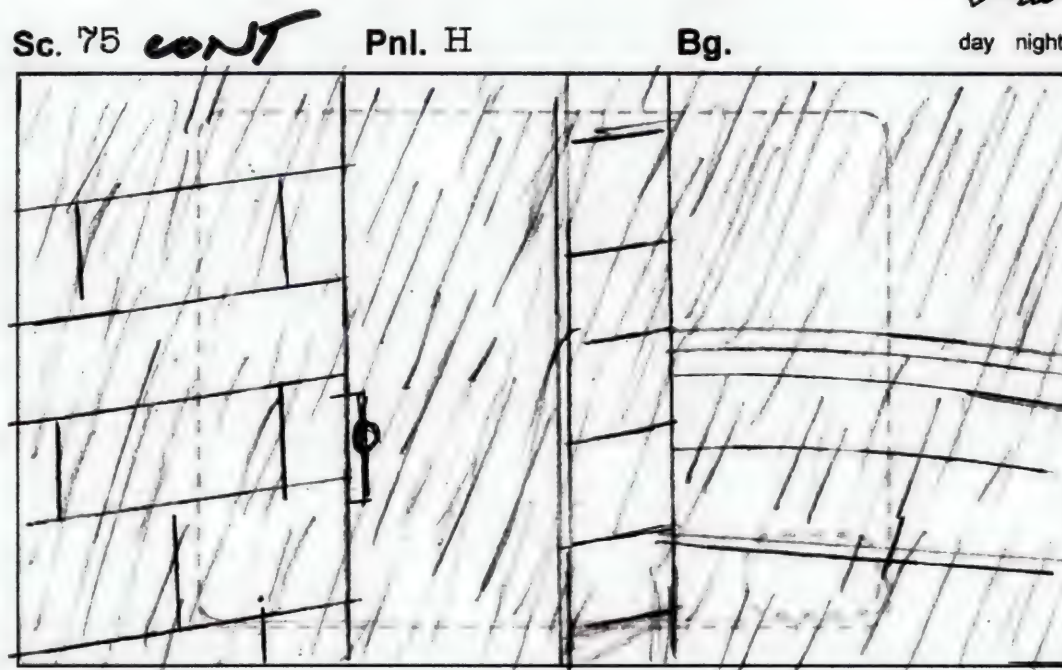
1034/223

1034/223

ADVENTURE TIME



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Dialog:	LSP: This play is set in a country called Eng-Land. (TWO WORDS)
Action:	LSP is explaining something to Mr. Cupcake.
Timing:	JUN 09 2015

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EPISODE #

Production :

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1034/223

1034/223

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ADVENTURE TIME



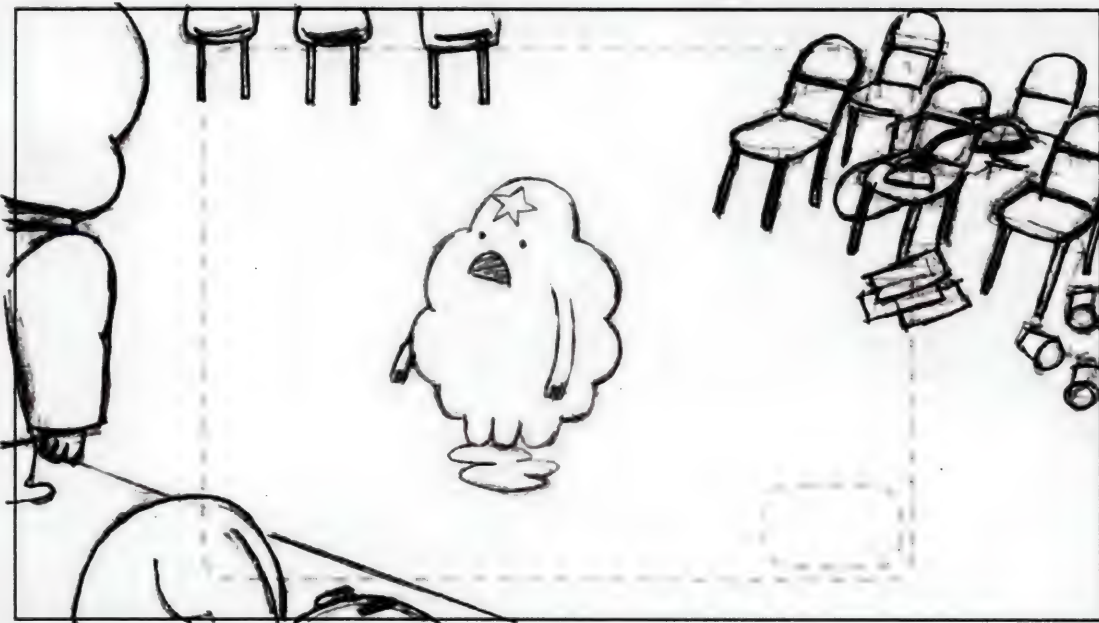
Page 181

Sc. 77

Pnl. A

Bg.

day night



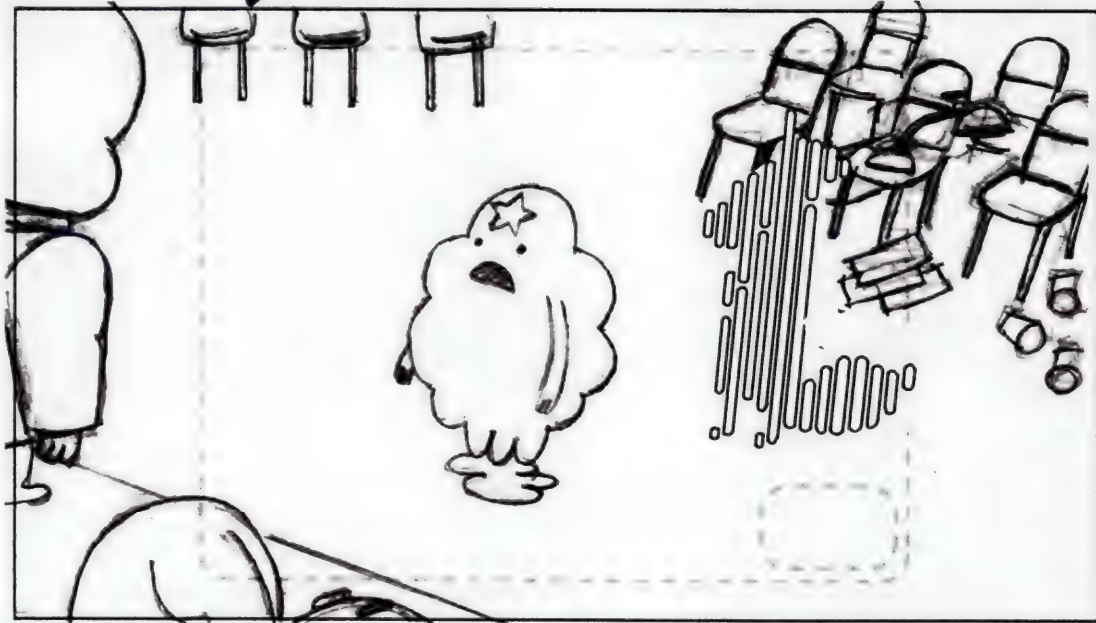
Sc. 77

cont

Pnl. C

Bg.

day night



Dialog:

LSP: --- and in ENG-LAND --

LSP: --- anyone called Tree Trunks ---

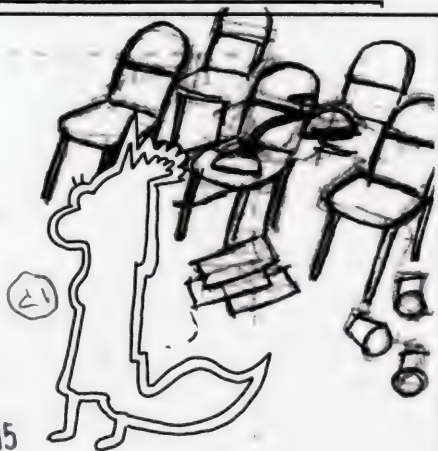
Action:

Closer on LSP, talking to Mr. Cupcake.

Viola appears magically, behind LSP.

Timing:

JUN 09 2015



EPISODE #

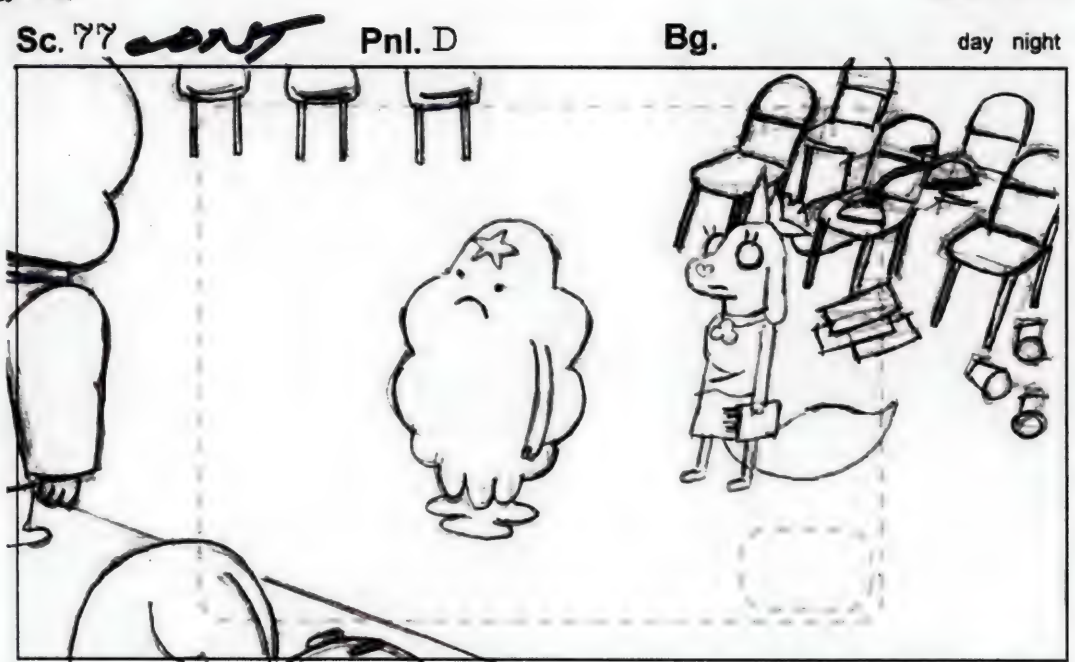
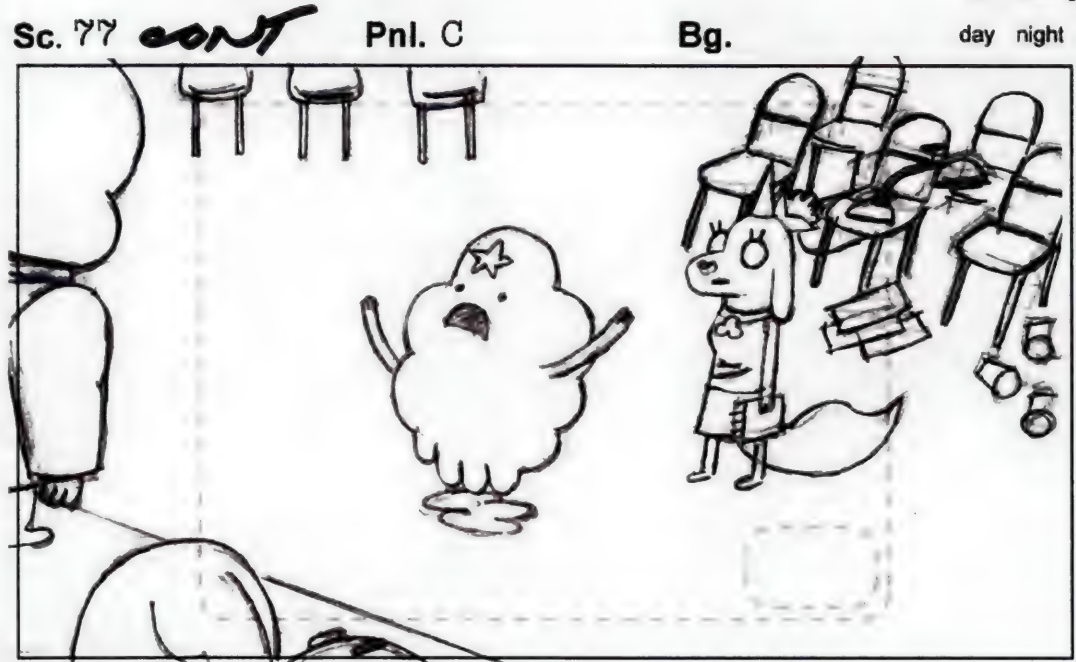
1034-223

1034/223

1034/223

1034/223

ADVENTURE TIME



Dialog:	<p><u>LSP</u>: --- is always called 'Miranda Hobson' during the summer. It's her Summer Name.</p> <p><u>Mr. C</u>: Oh! I didn't know that.</p>
Action:	
Timing:	JUN 09 2015

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EPISODE # 1034-223

1034/223

Production :

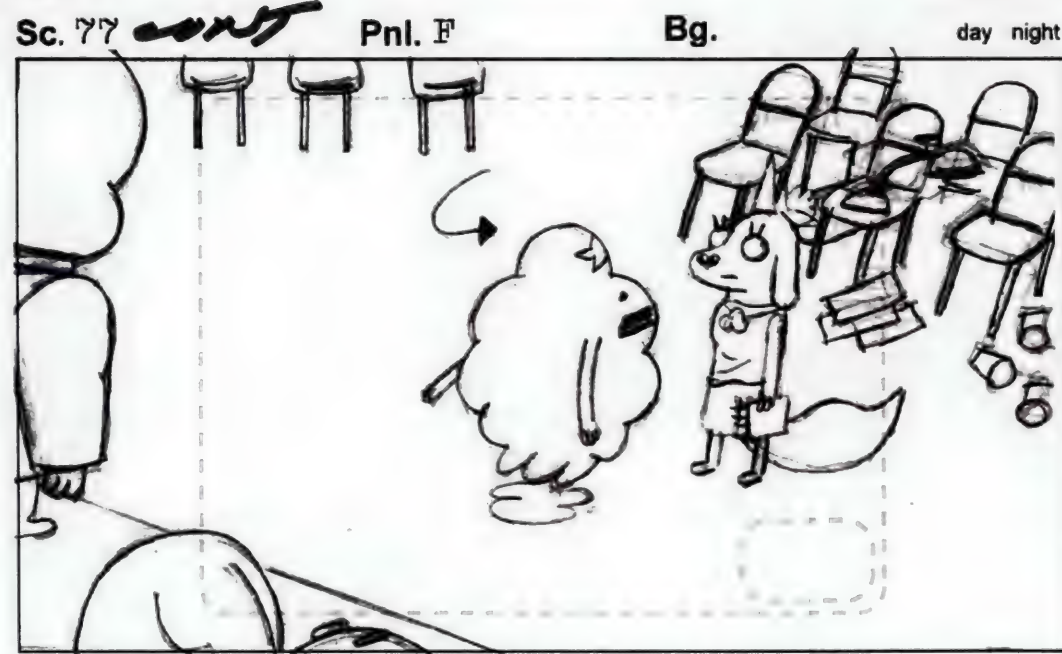
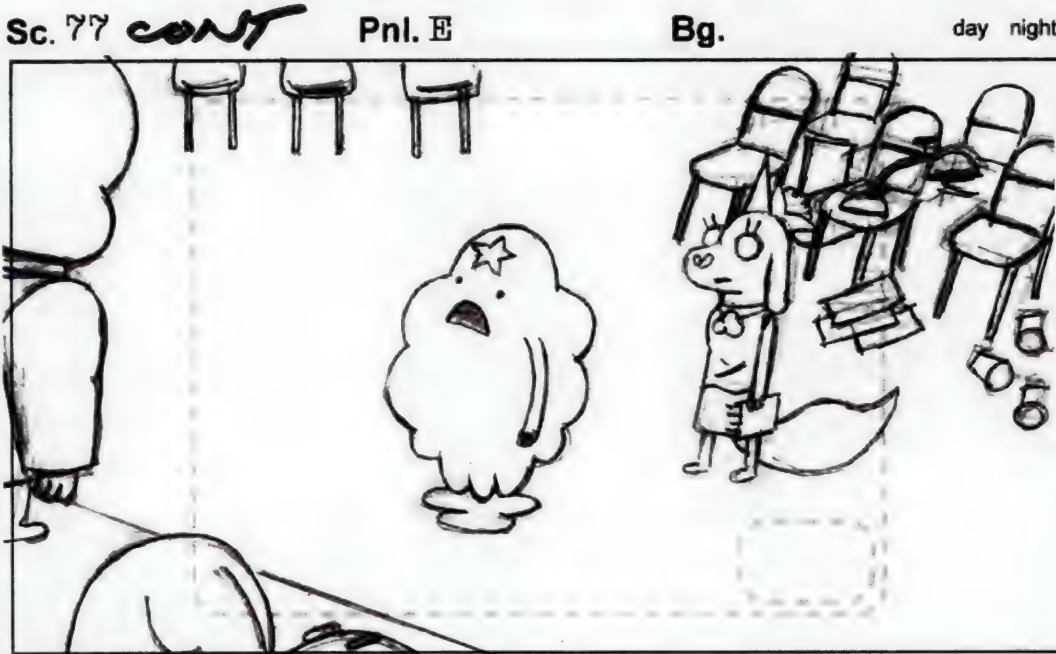
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ADVENTURE TIME



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Dialog:	<u>LSP</u> : Yeah.	<u>LSP</u> : So let's ---
Action:	LSP turns, to go back to her chair.	
Timing:	JUN 09 2015	

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EPISODE #

1034/223

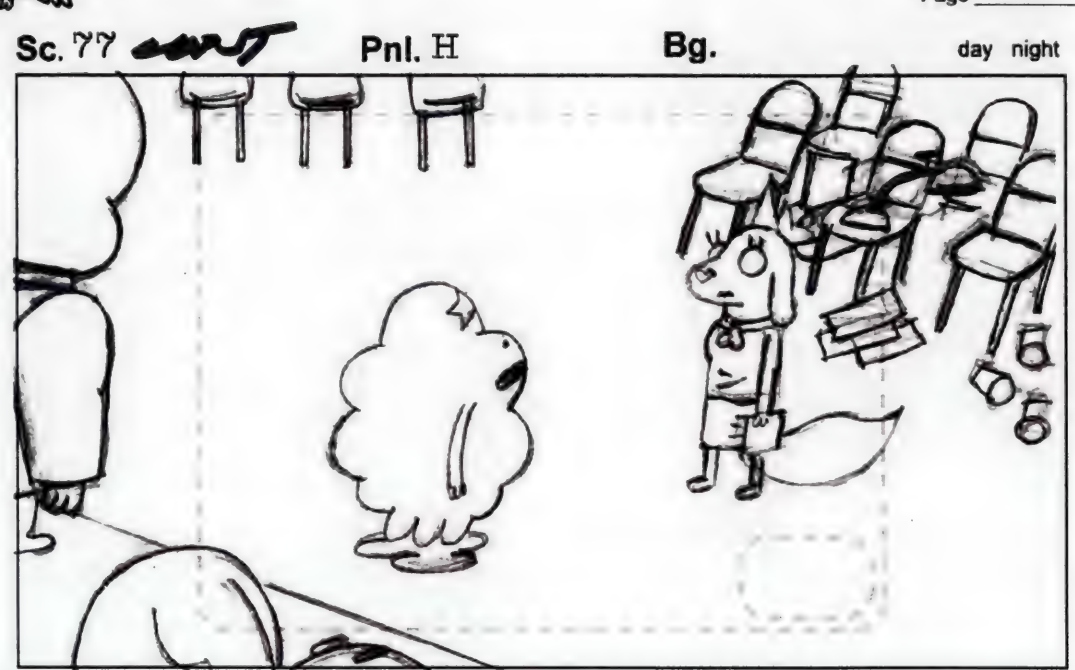
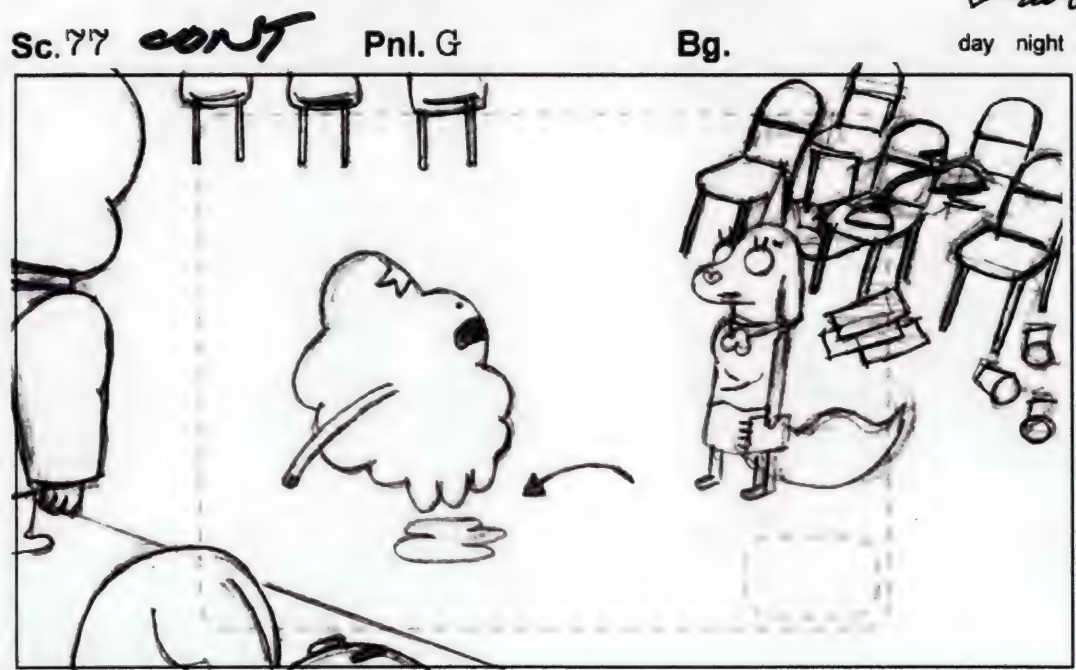
Production :

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1034/223

ADVENTURE TIME



Dialog:	<u>LSP</u> : Whoa!	<u>LSP</u> : How did you get here? I locked THE D-- NEVERMIND!
Action:	LSP is surprised to see Viola standing there.	
Timing:		

JUN 09 2015

1034/223

1034-223

EPISODE #

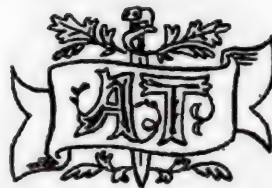
1034/223

Production :

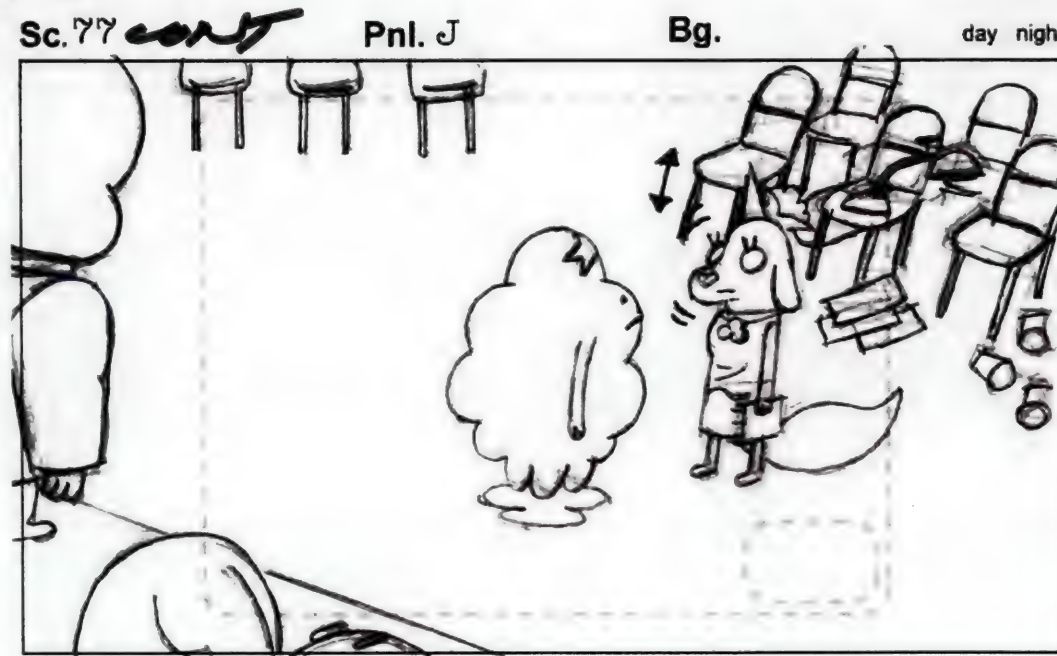
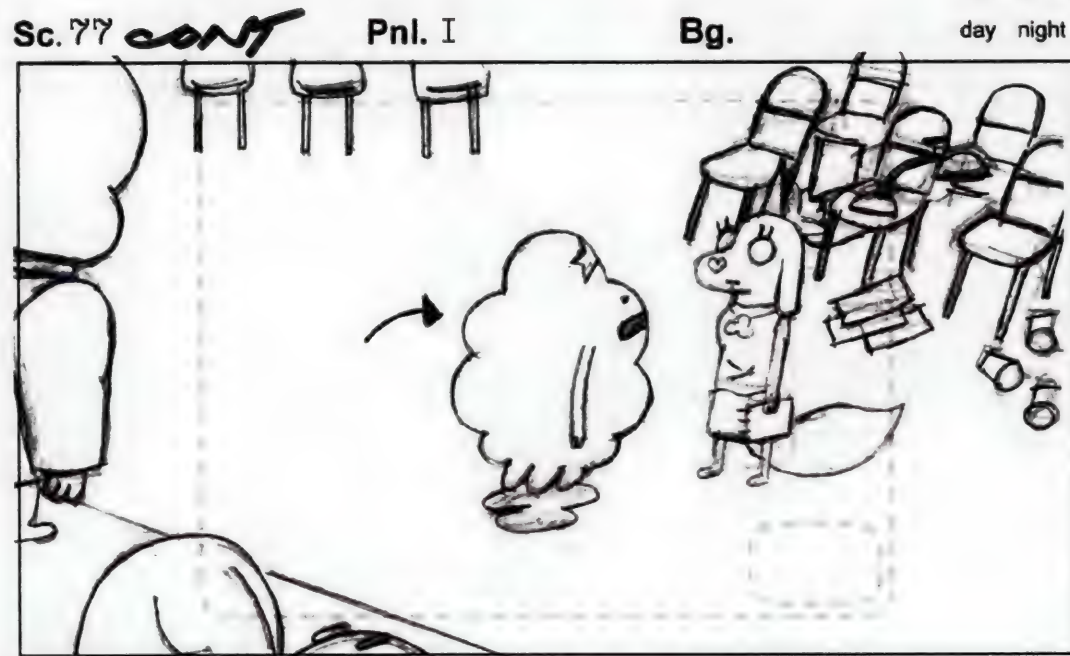
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ADVENTURE TIME



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Dialog: LSP: Have you finally figured out what rain looks like?

Action: LSP approaches Viola, questioning her.

Viola nods 'yes'.

JUN 09 2015

Timing:

1034-223

EPISODE #

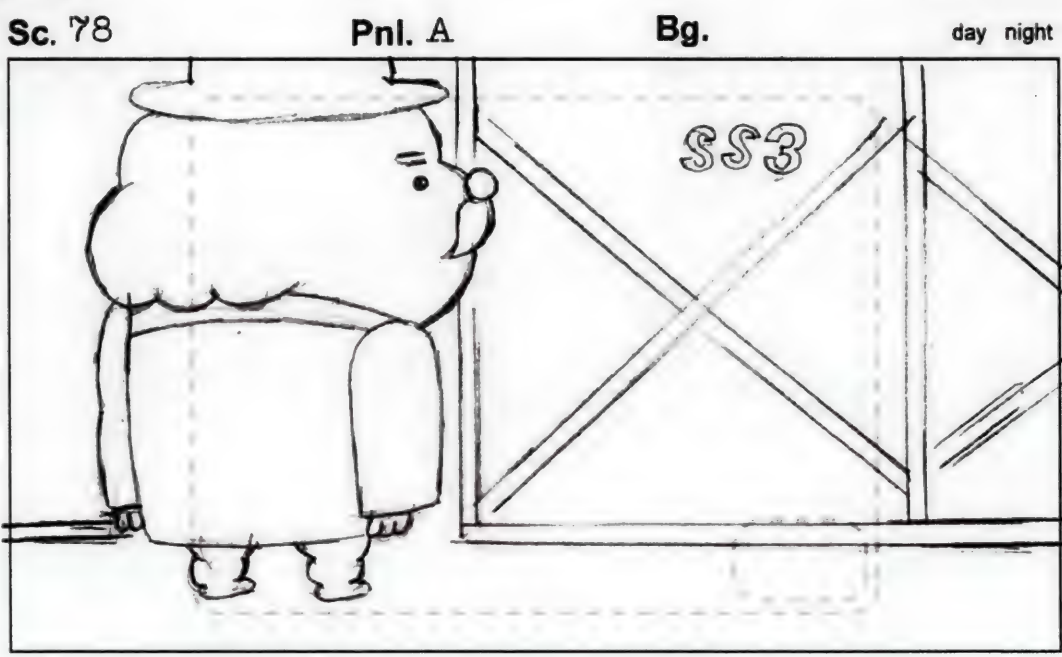
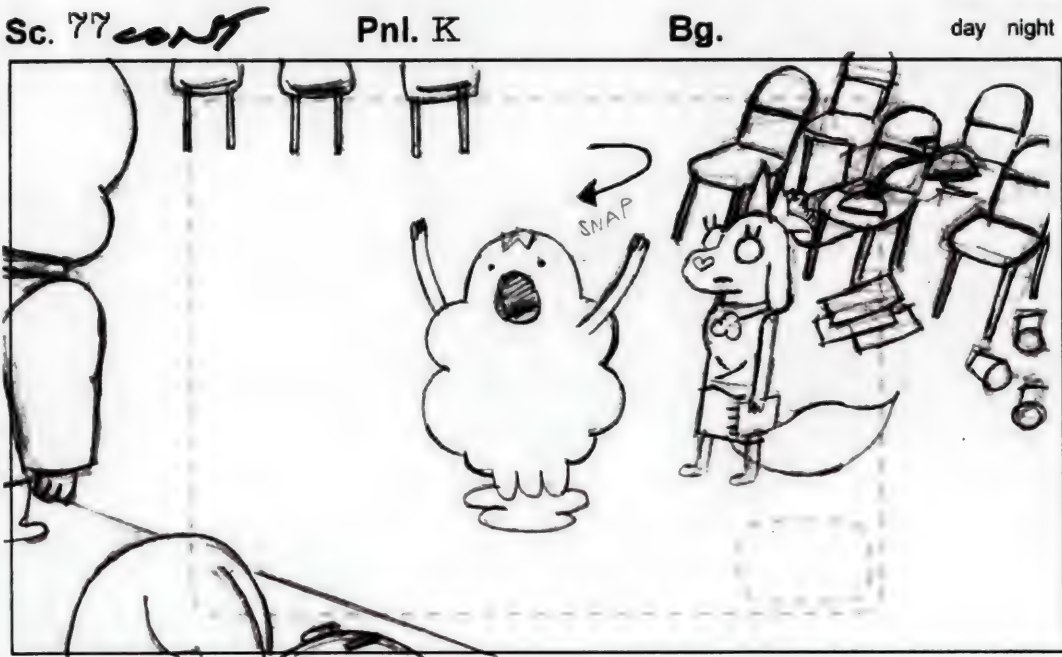
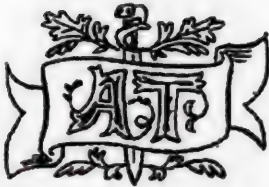
1034/223

Production :

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1034/223

ADVENTURE TIME

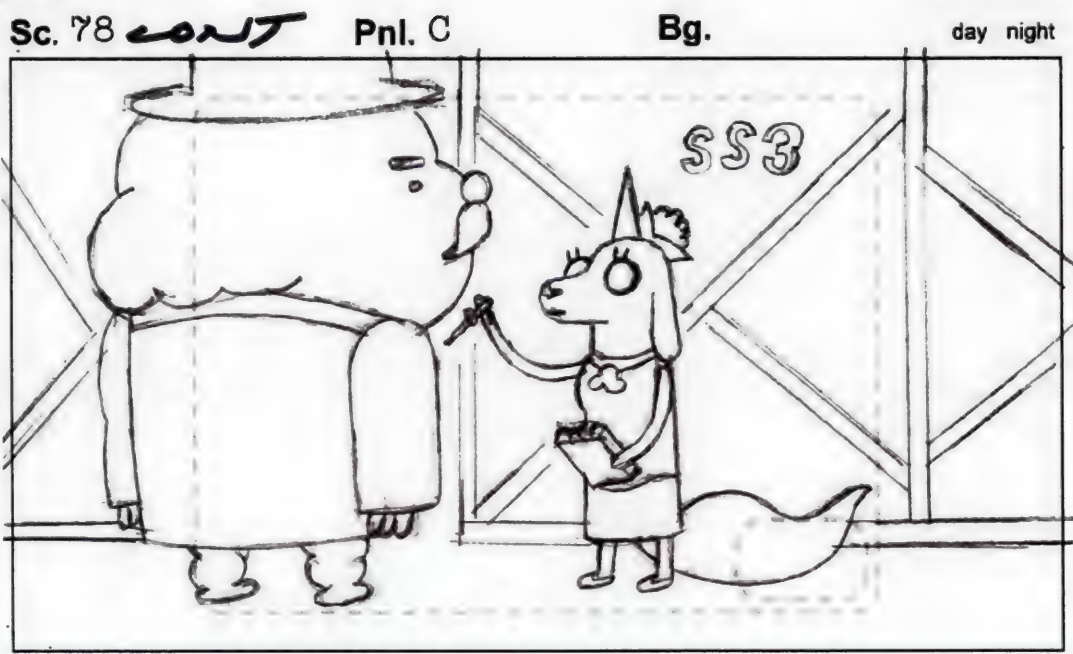
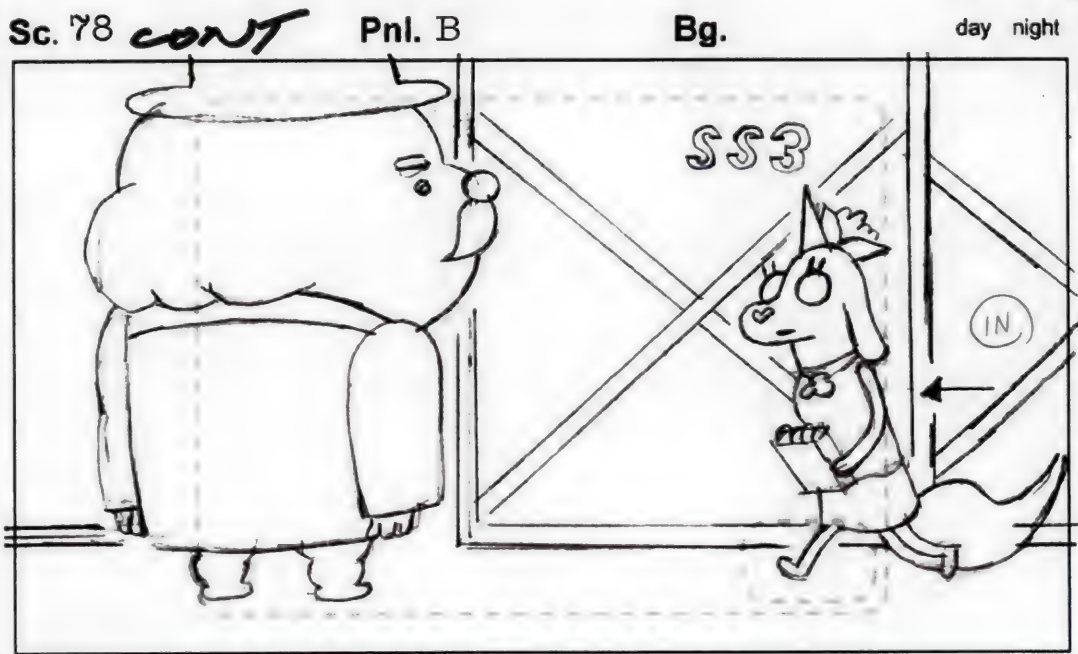


Dialog:	<u>LSP</u> : Let's take it from the top!	
Action:	LSP shouts a back-to-work order, to everyone.	Later: On Mr. Cupcake, waiting for the latest rain effects from Viola.
Timing:	JUN 09 2015	

EPISODE # 1034-223

Production :

ADVENTURE TIME



Dialog:		
Action:	Viola enters.	Viola holds up an eye-dropper full of water, to create delicate rain-effects.
Timing:		JUN 09 2015

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EPISODE #

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Production :

ADVENTURE TIME



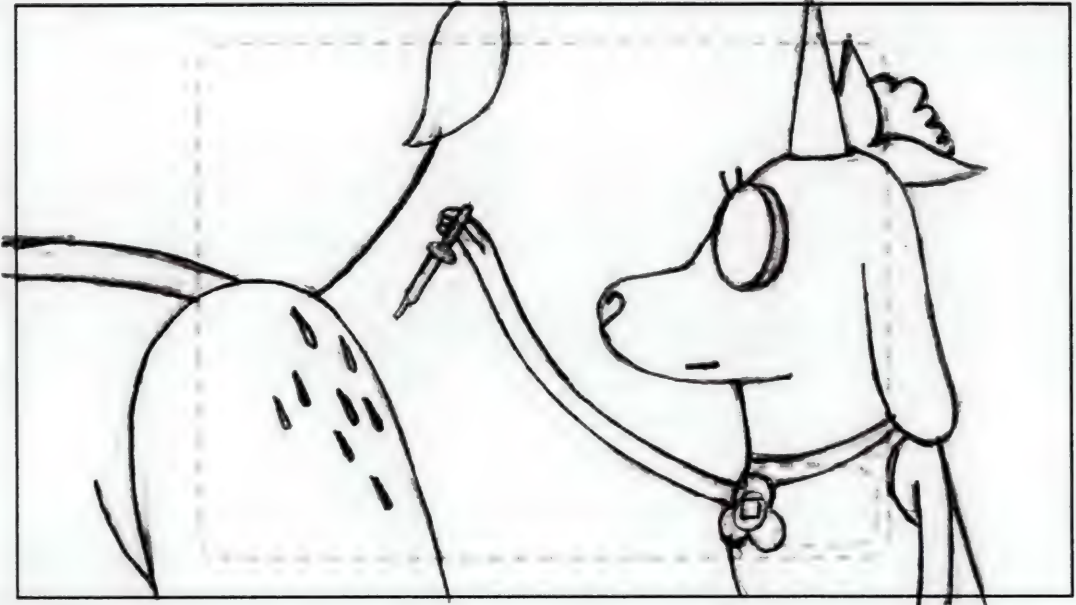
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Sc. 79

Pnl. A

Bg.

day night

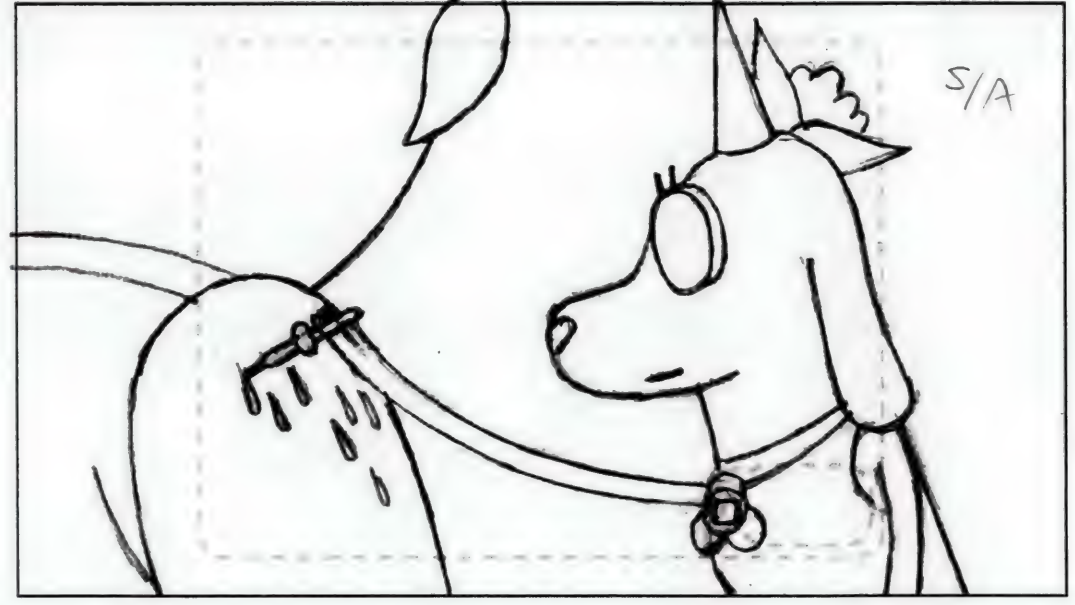


Sc. 79 *cont*

Pnl. B

Bg.

day night



Dialog:	
Action:	Closer on Viola, creating various raindrops on Mr. Cupcake's overcoat. (She is using an eye-dropper.)
Timing:	

JUN 09 2015

Production :

EPISODE #

1034-223

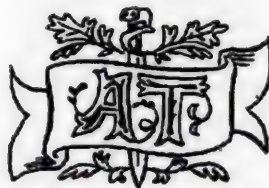
1034/223

1034/223

1034/223

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ADVENTURE TIME



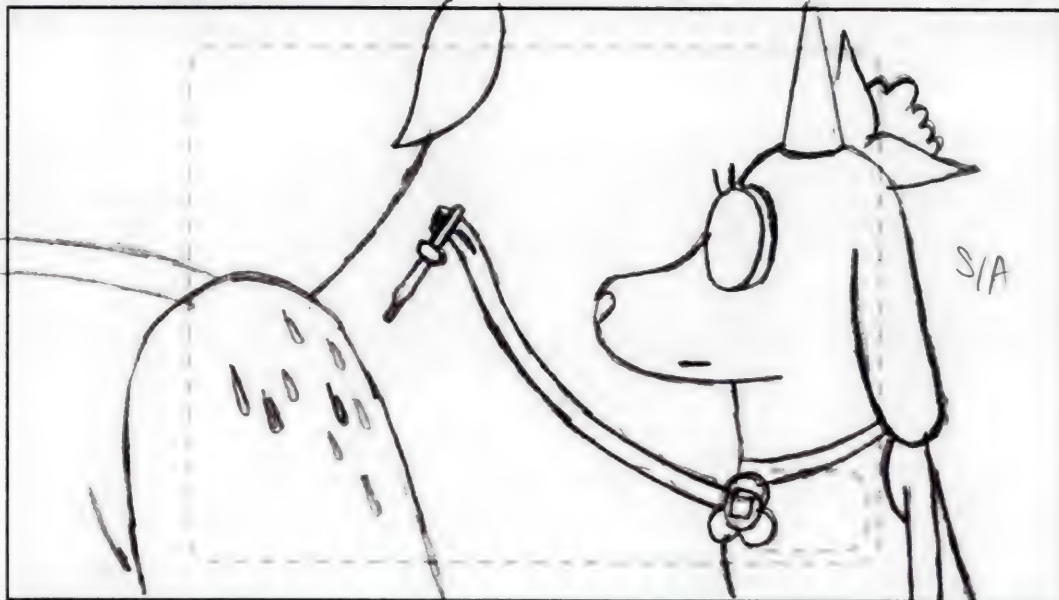
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Sc. 79 *cont*

Pnl. C

Bg.

day night



Sc. 79 *cont*

Pnl. D

Bg.

day night



Dialog:

Action:

Viola consults the sketchbook, as reference material for the raindrops.

JUN 09 2015

Timing:

1034-223

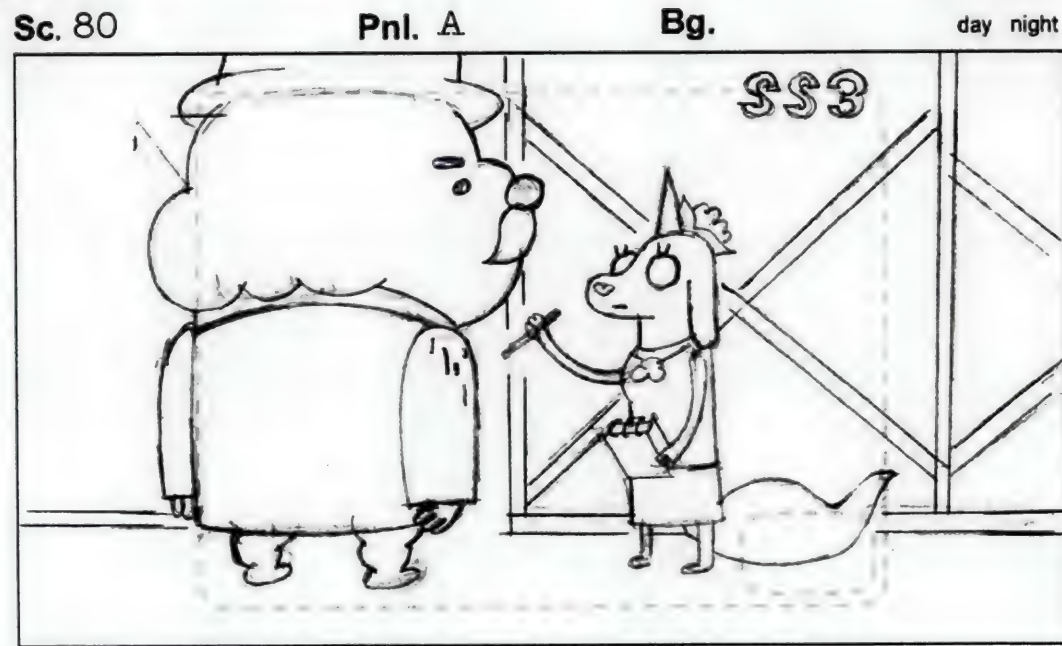
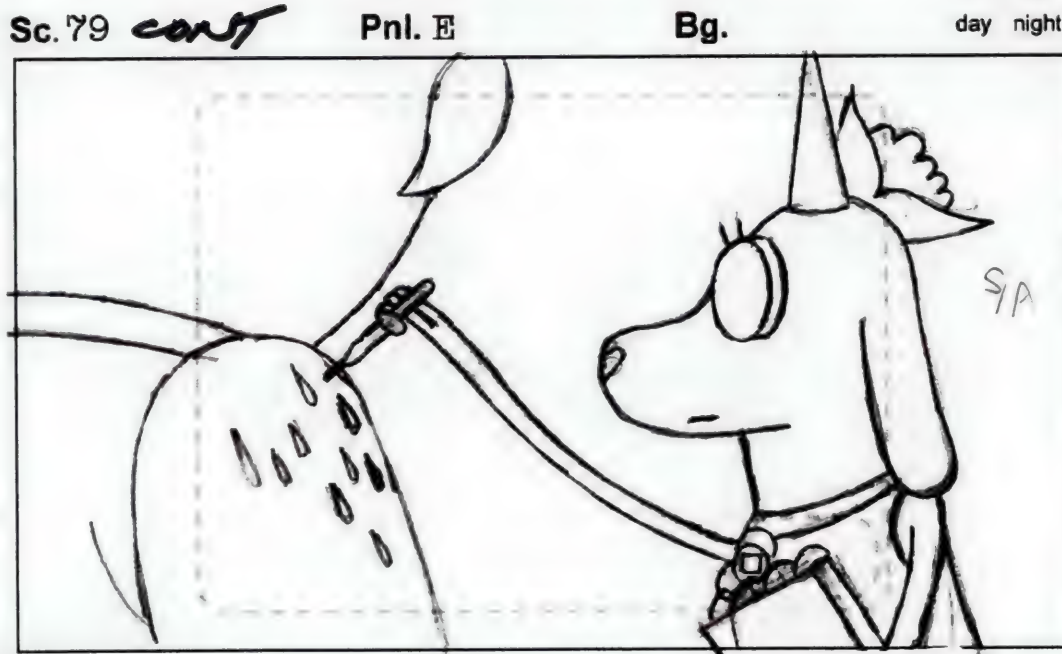
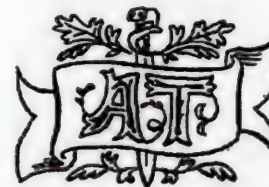
EPISODE #

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Production :

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ADVENTURE TIME



Dialog:	
Action:	Viola put s a few more raindrops on the overcoat.
	Cut back to the wide shot. Viola has finished making the raindrops.
	JUN 09 2015
Timing:	

1034-223

EPISODE #

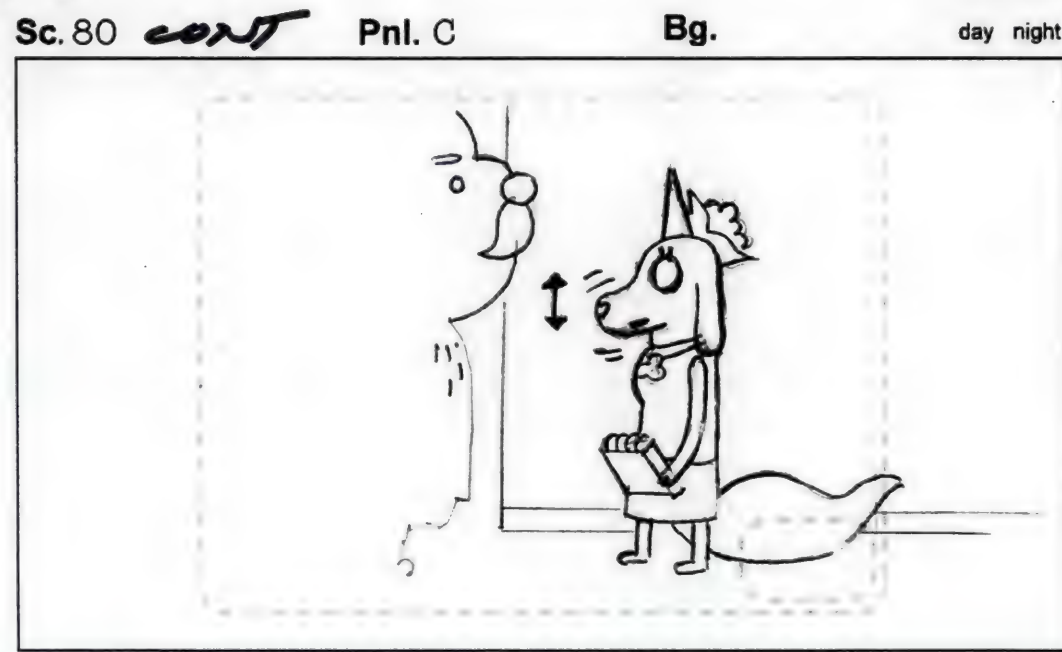
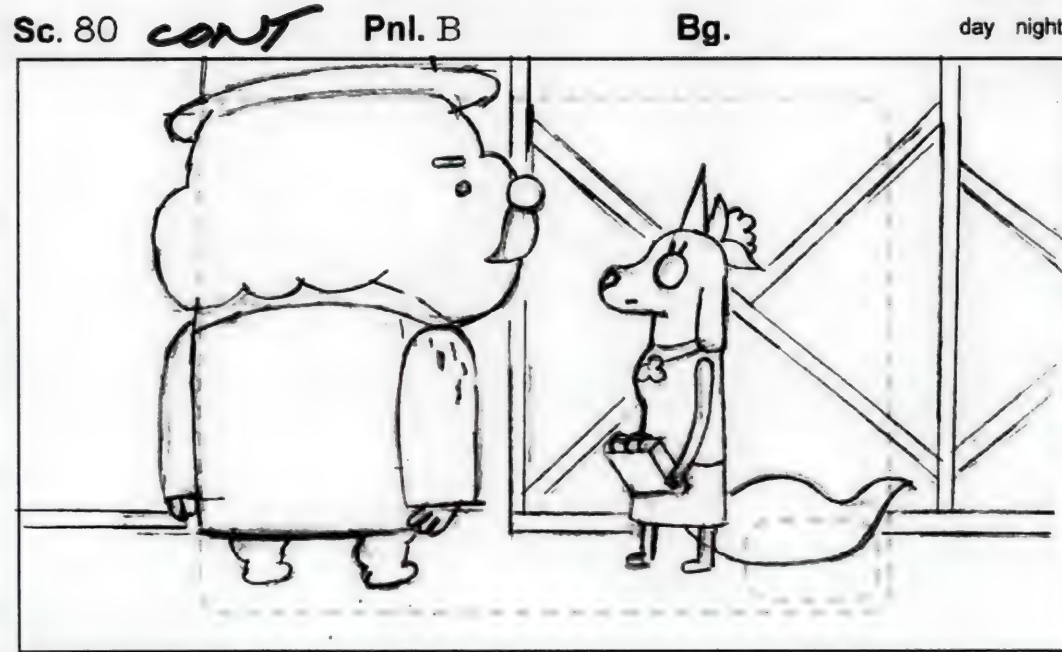
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1034/223

ADVENTURE TIME



Dialog:	
Action: Settle Viola. She looks at the 'raindrops'.	Viola nods her approval of the 'raindrops'.
JUN 09 2015	
Timing:	

1034-223

EPISODE #

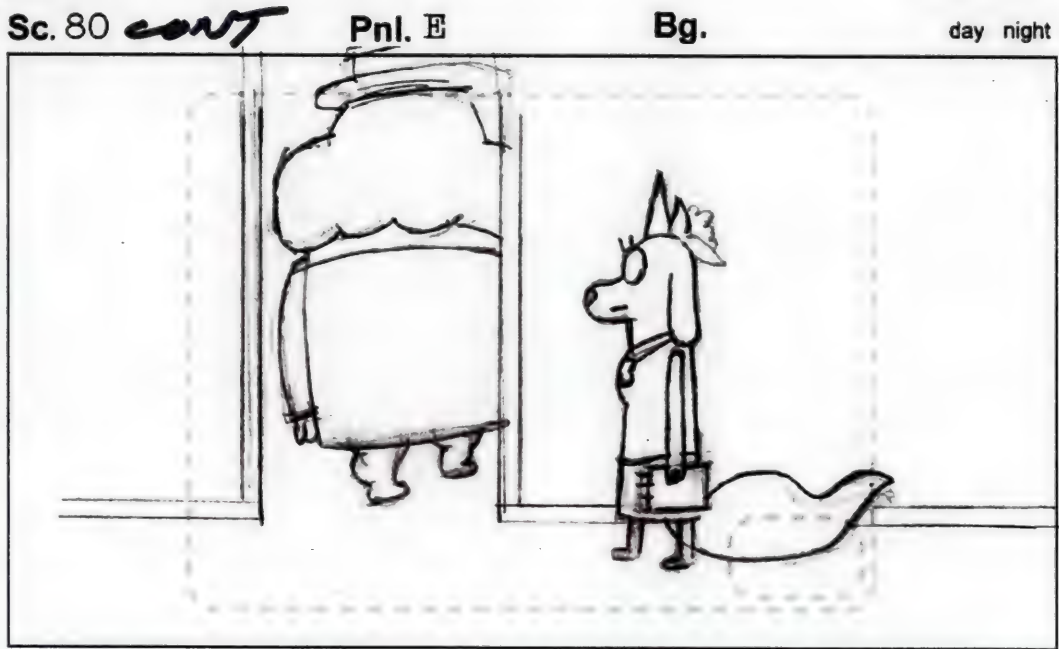
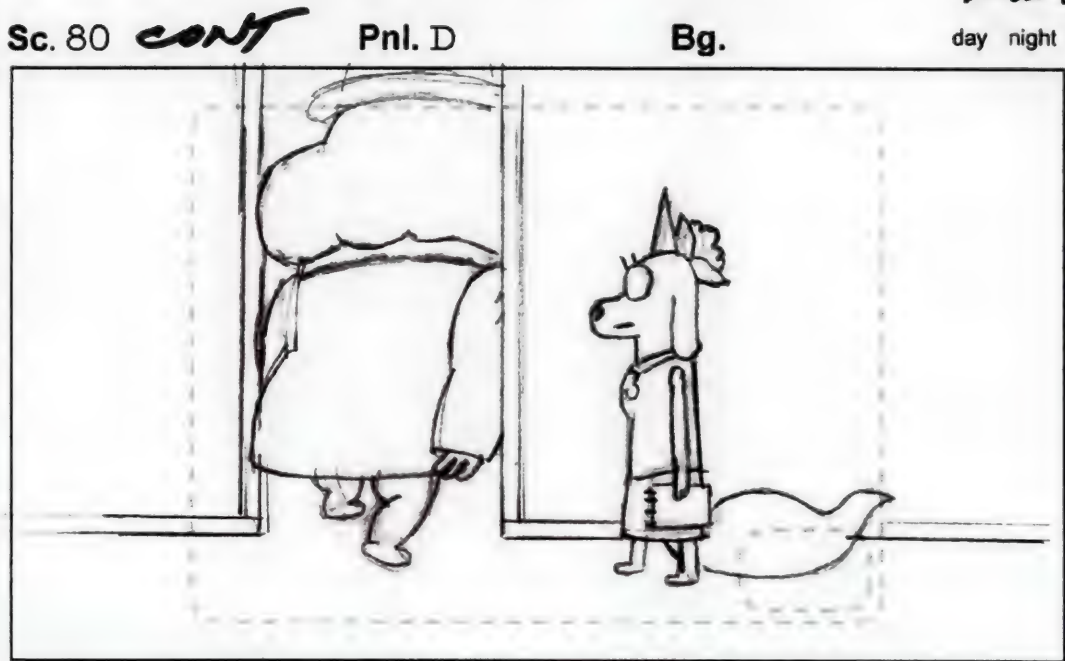
1034/223

Production :

ADVENTURE TIME



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Dialog:	<u>SFX</u> : Scrunch!	<u>SFX</u> : Clomp clomp clomp clomp.
Action:	Mr. Cupcake pushes his way through the set door.	Mr. Cupcake walks onto the set.
Timing:	JUN 09 2015	

Production :

EPISODE #

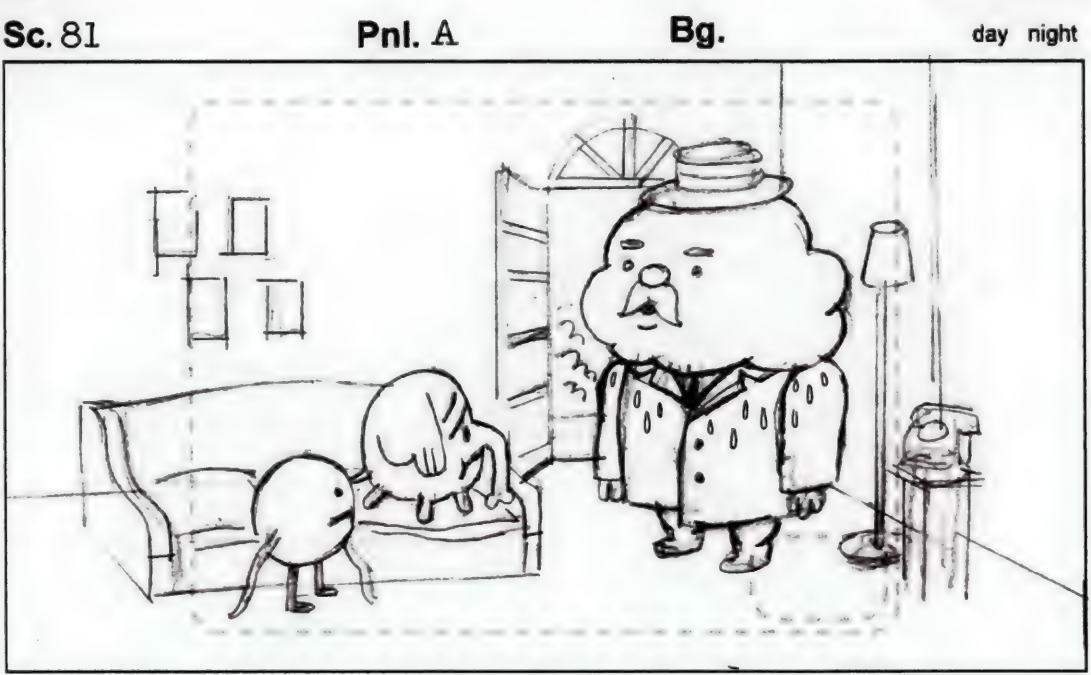
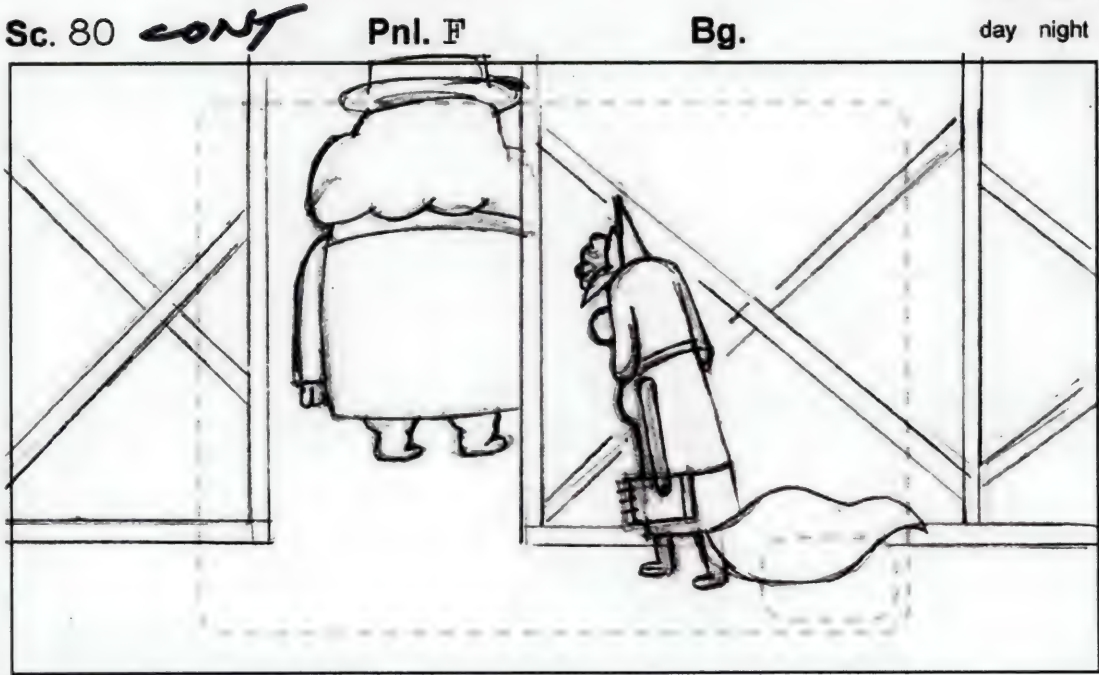
1034-223

1034/223

1034/223

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ADVENTURE TIME



Dialog:	<u>Mr. C:</u> coming down like cats and dogs.	<u>Mr. C:</u> Reminds me of the rain we had when mother was alive.
Action:	Mr. Cupcake stands beside the couch and says his line.	Cut to the front of the set. Mr. Cupcake finishes saying his line. JUN 09 2015
Timing:		

Production :

EPISODE #

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1034/223

ADVENTURE TIME



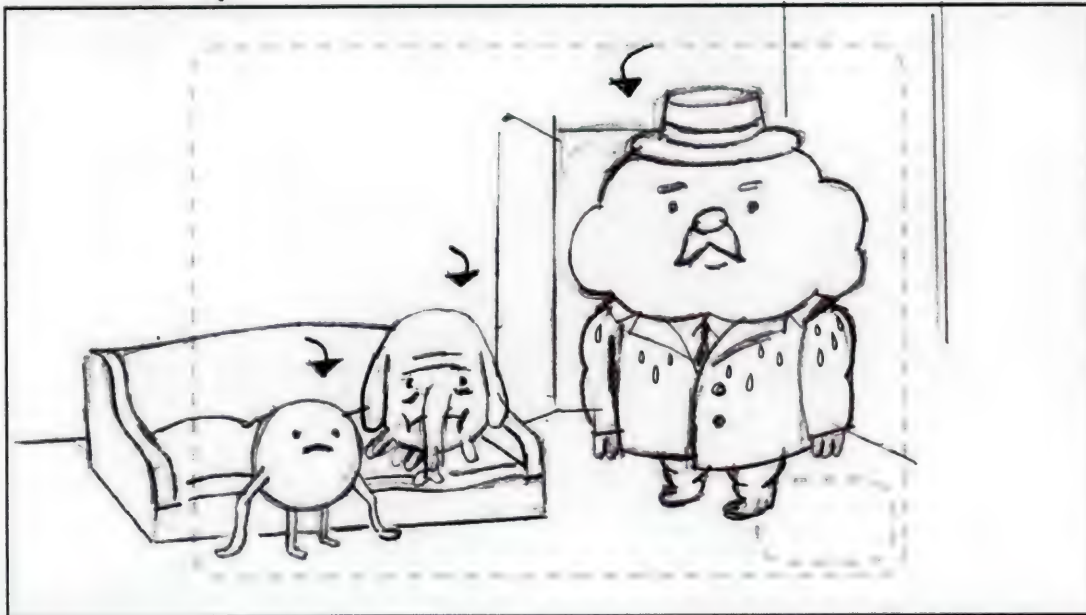
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Sc. 81 *cont*

Pnl. B

Bg.

day night

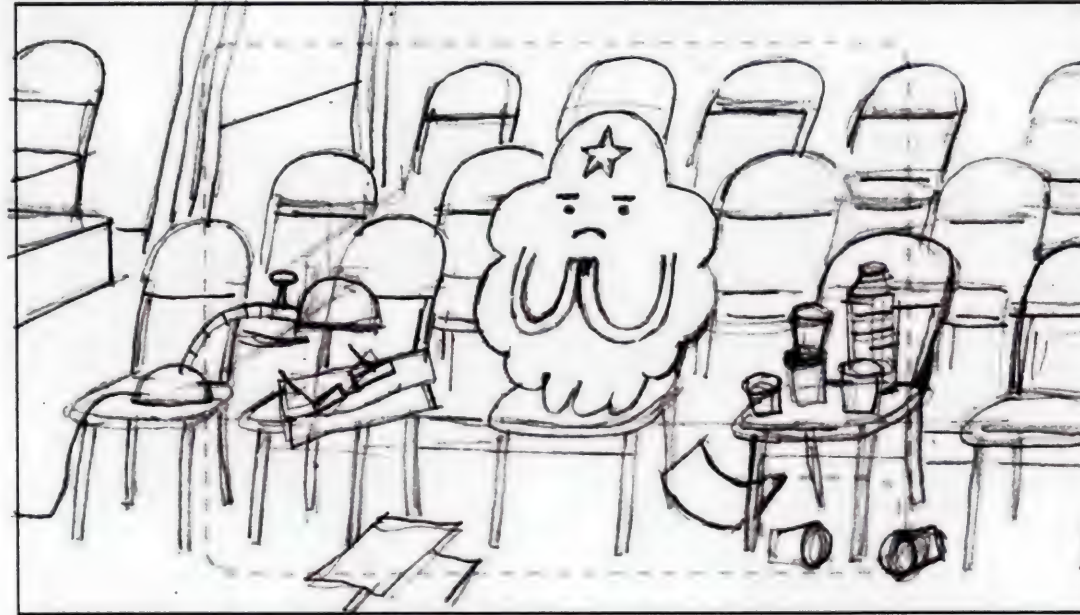


Sc. 82

Pnl. A

Bg.

day night



Dialog:

Action: The actors look toward LSP, for approval.
(For approval of the raindrops.)

On LSP thinking, judging.

JUN 09 2015

Timing:

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EPISODE #

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Production :

1034/223

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ADVENTURE TIME



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Sc. 83

Pnl. A

Bg.

day night

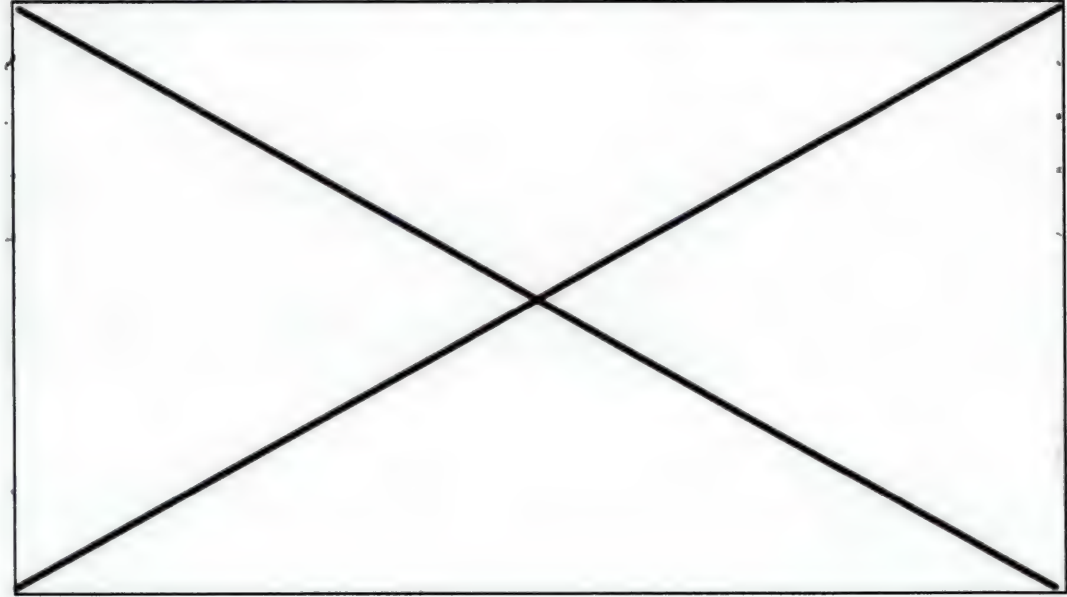


Sc.

Pnl.

Bg.

day night



Dialog:

Action: Hold Viola -- in suspense.

JUN 09 2015

Timing:

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EPISODE #

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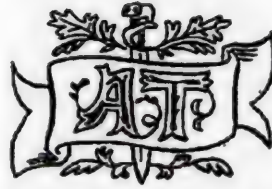
Production :

1034/223

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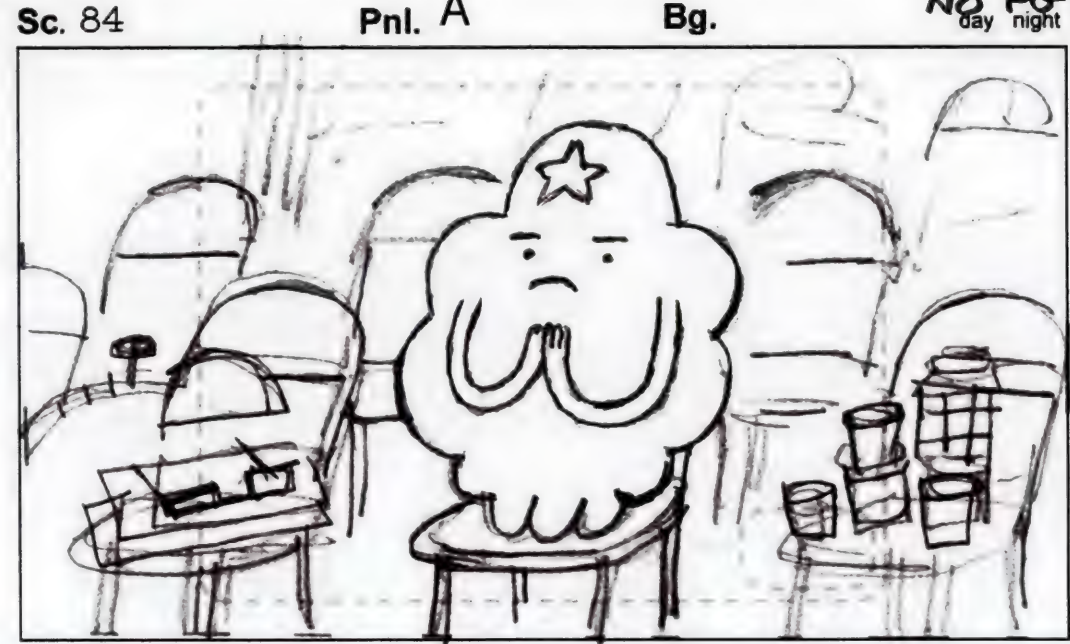
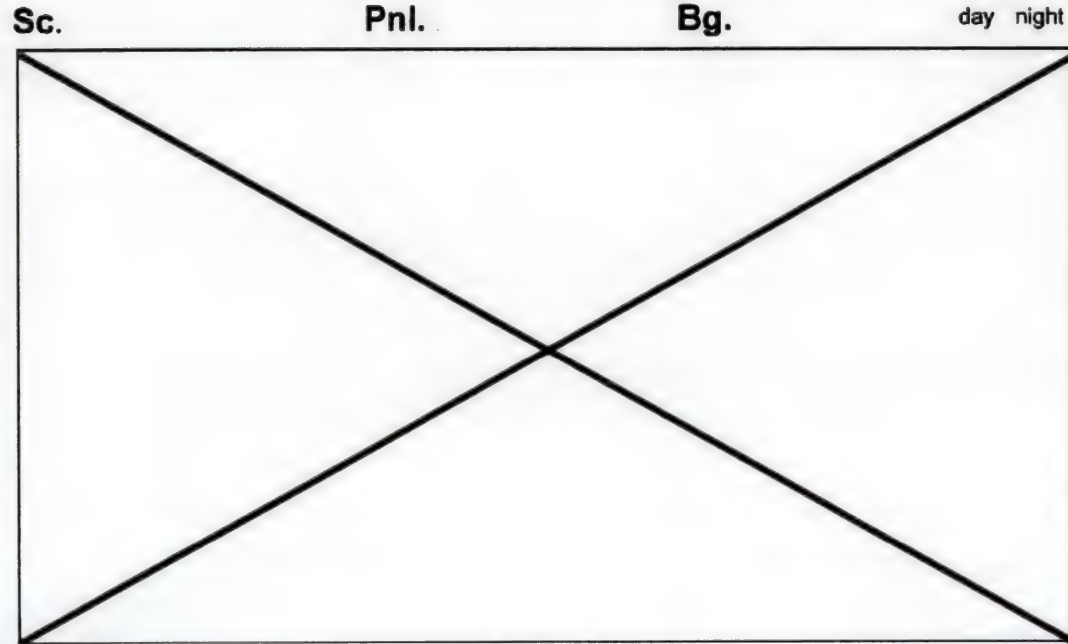
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ADVENTURE TIME



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NO PG 197
day night



Dialog:
Action:
Timing:

JUN 09 2015

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EPISODE #

1034/223

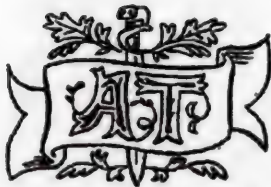
Production :

1034/223

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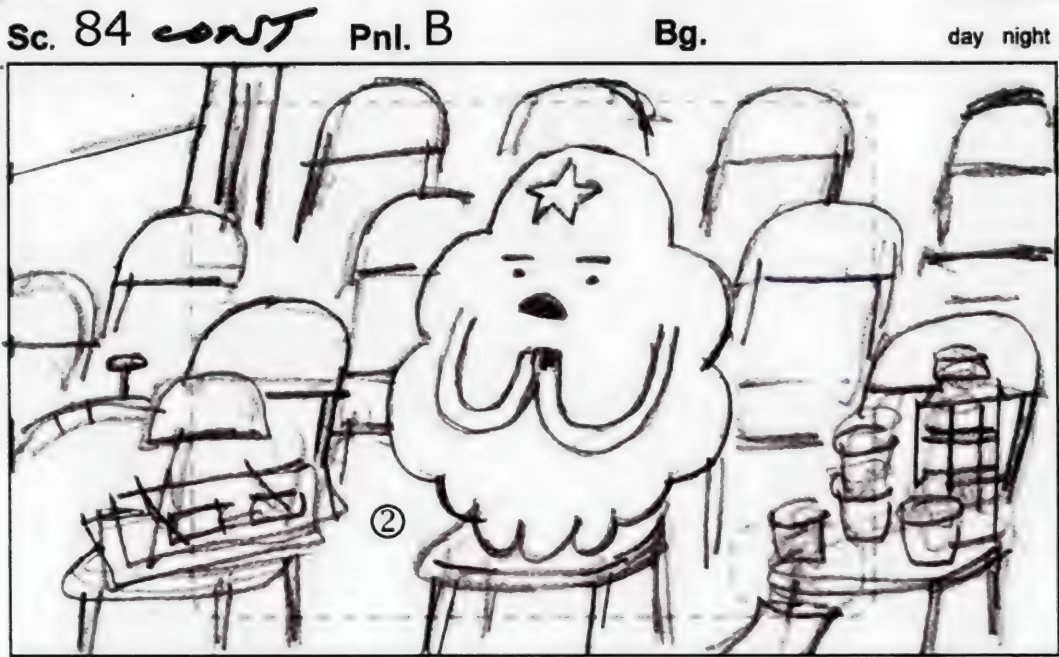
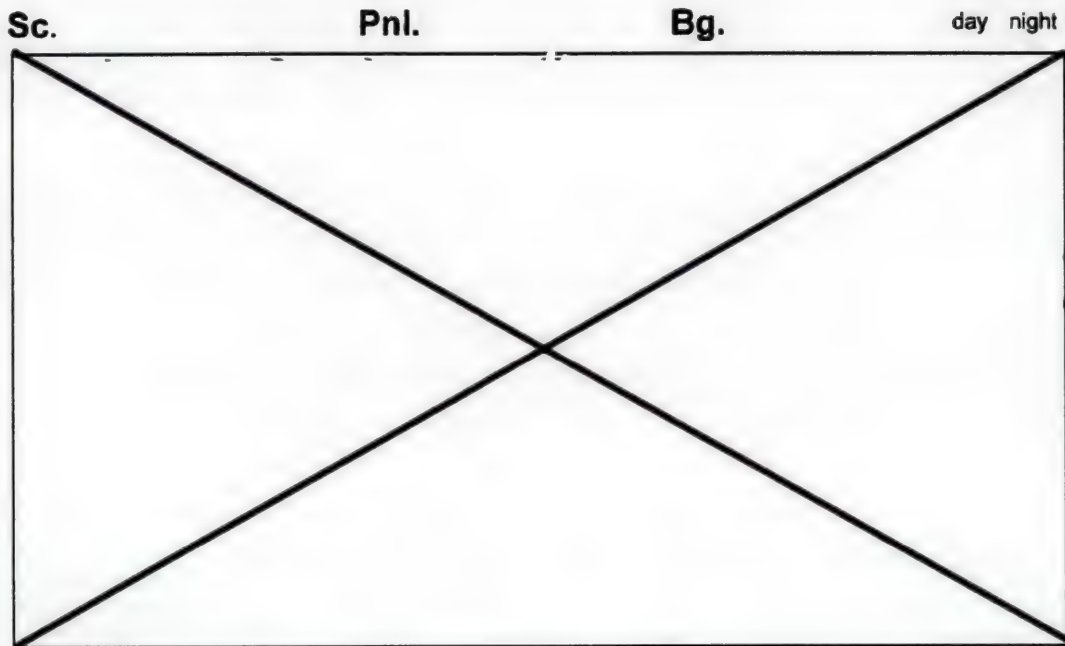
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ADVENTURE TIME



NO SC'S
85-86

Page 198



Dialog:	<p><u>LSP</u>: It'll have to do.</p>
Action:	<p>On LSP again. She makes her judgment. She thinks the raindrops are okay.</p> <p>JUN 09 2015</p>
Timing:	<p>① - -</p>

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EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME



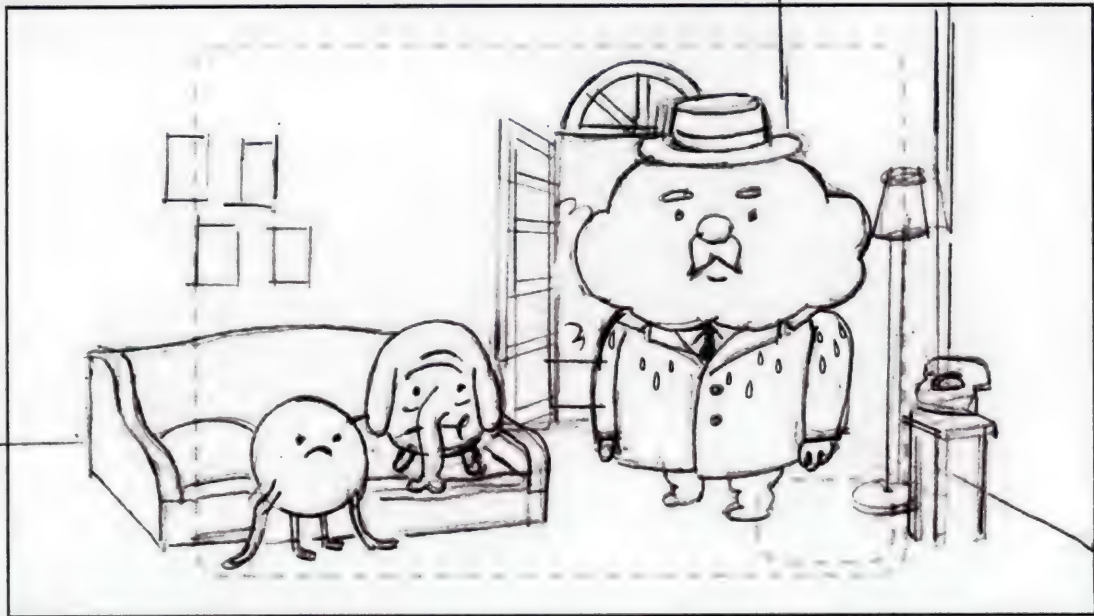
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Sc. 87

Pnl. A

Bg.

day night



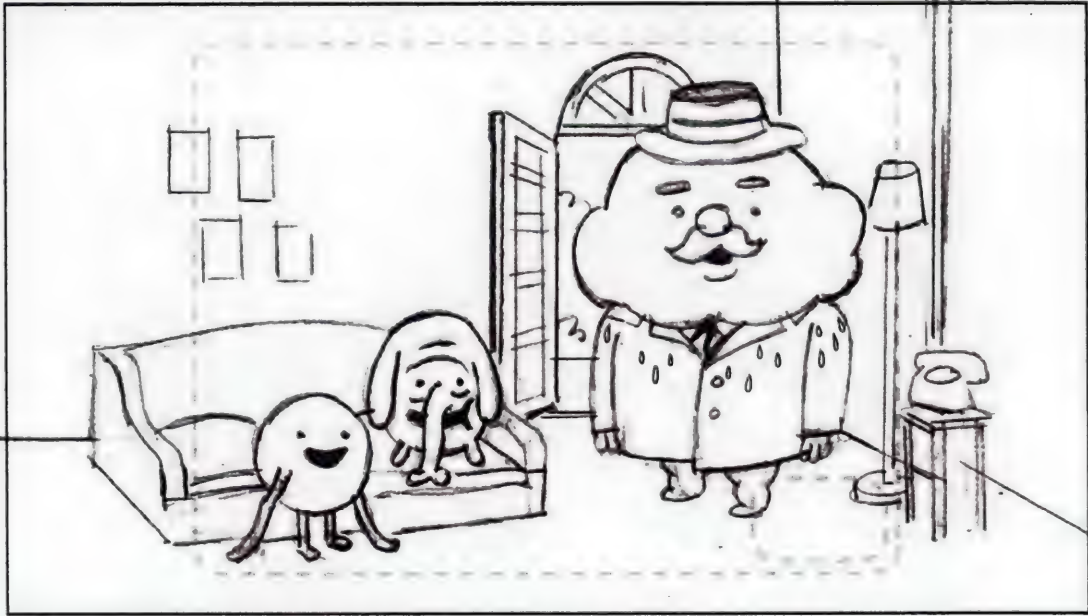
Sc. 87

cont

Pnl. B

Bg.

day night



Dialog:

Action:

On the actors, looking at LSP.

The actors are really relieved that LSP likes the raindrops.

JUN 09 2015

Timing:

1034-223

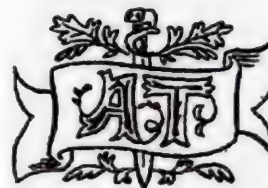
EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME



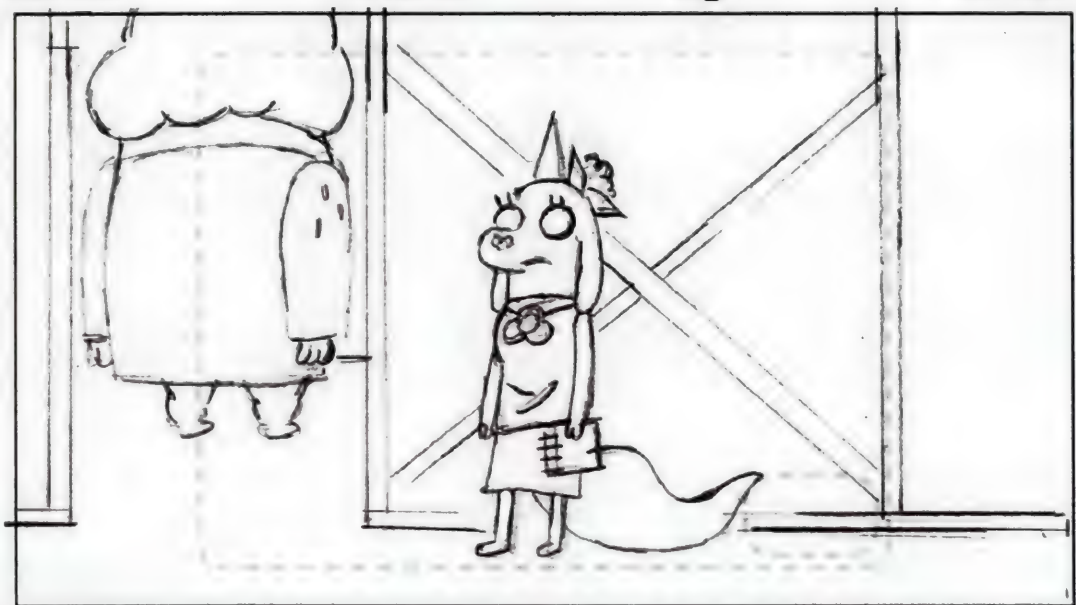
Page 200

Sc. 88

Pnl. A

Bg.

day night



Sc. 88

cont

Pnl. B

Bg.

day night



Dialog:	
Action: On Viola -- she slowly reacts to LSP's positive comment . . .	
Viola relaxes, with relief!	
JUN 09 2015	
Timing:	

1034-223

EPISODE #

1034/223

Production :

1034/223

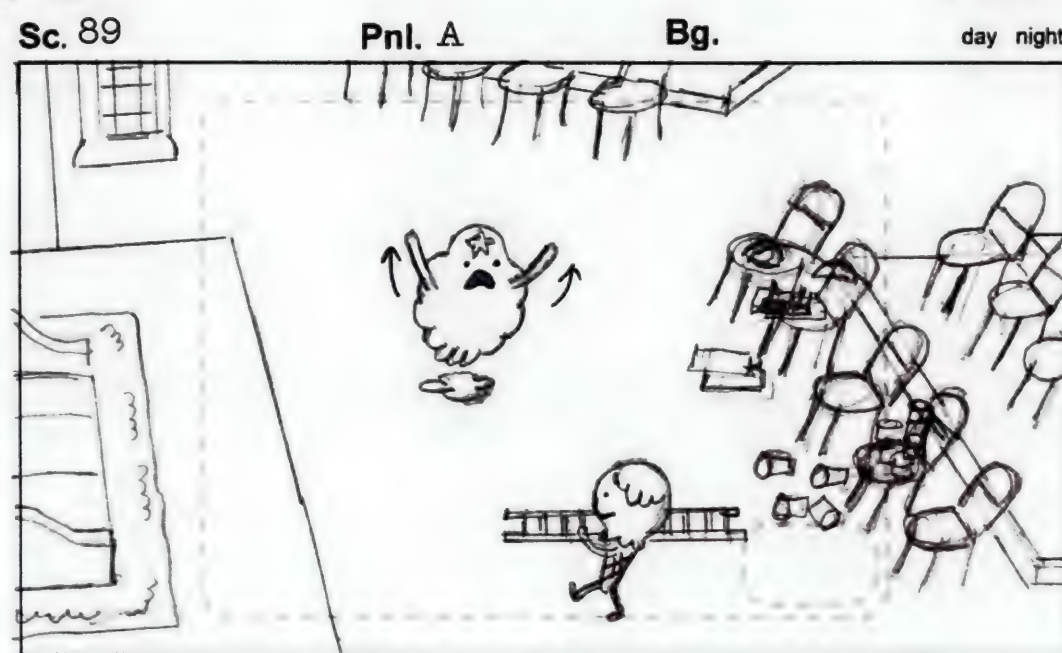
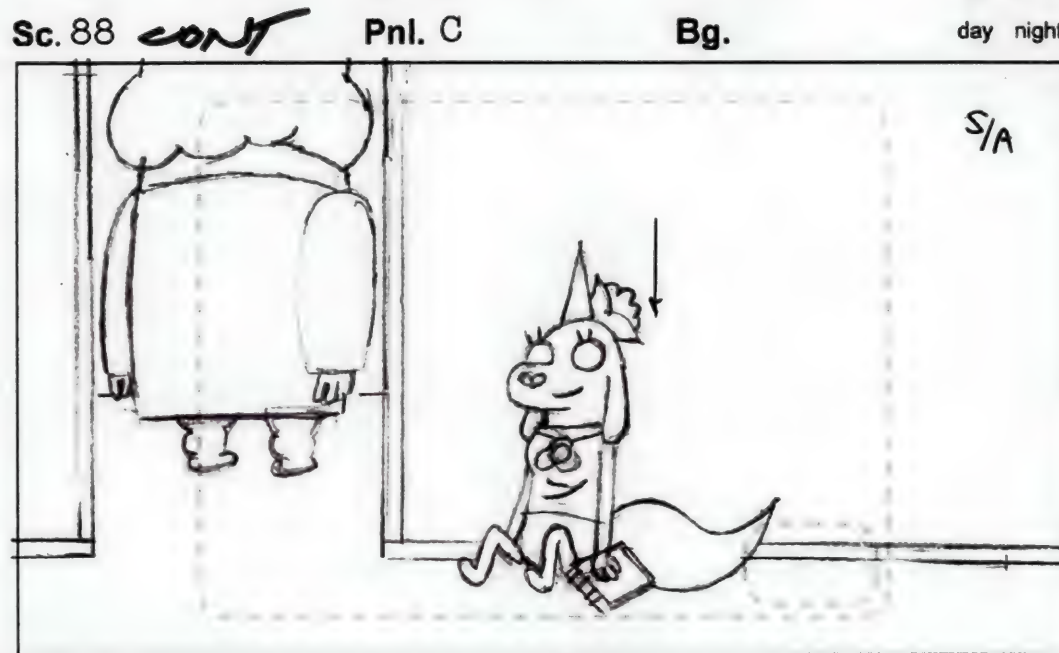
1034/223

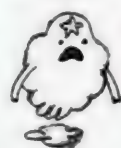

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ADVENTURE TIME



Page 201



Dialog:	LSP: Okay,	SP  
Action:	Viola slowly slides to the floor, relieved.	Later: LSP is getting psyched-up for another rehearsal -- yelling at everyone. Stage assistants walk through the scene, busily. JUN 09 2015
Timing:		

1034-223

EPISODE #

1034/223

Production :

1034/223

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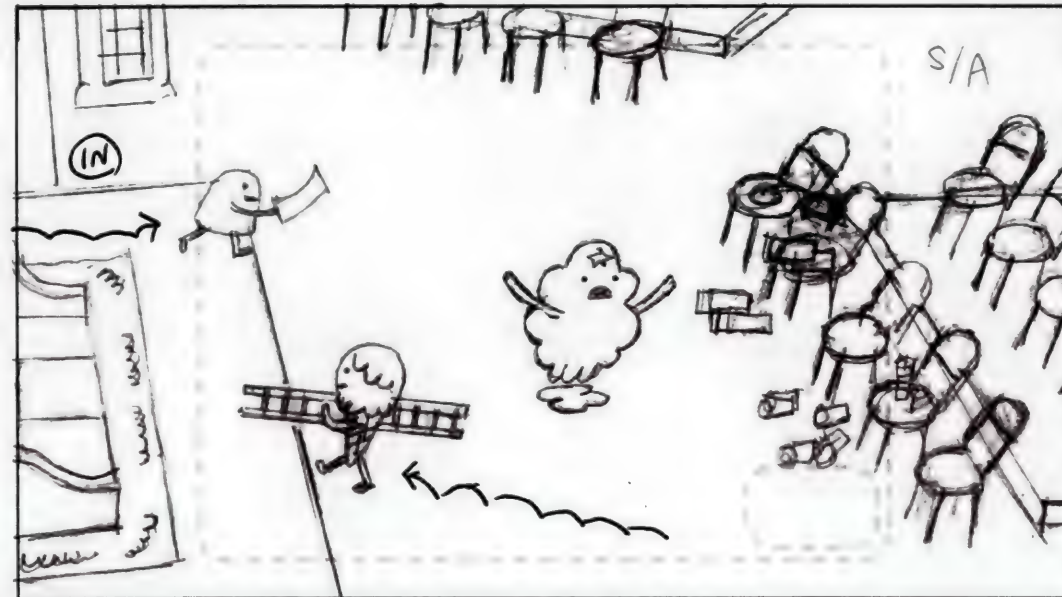
1034/223

ADVENTURE TIME

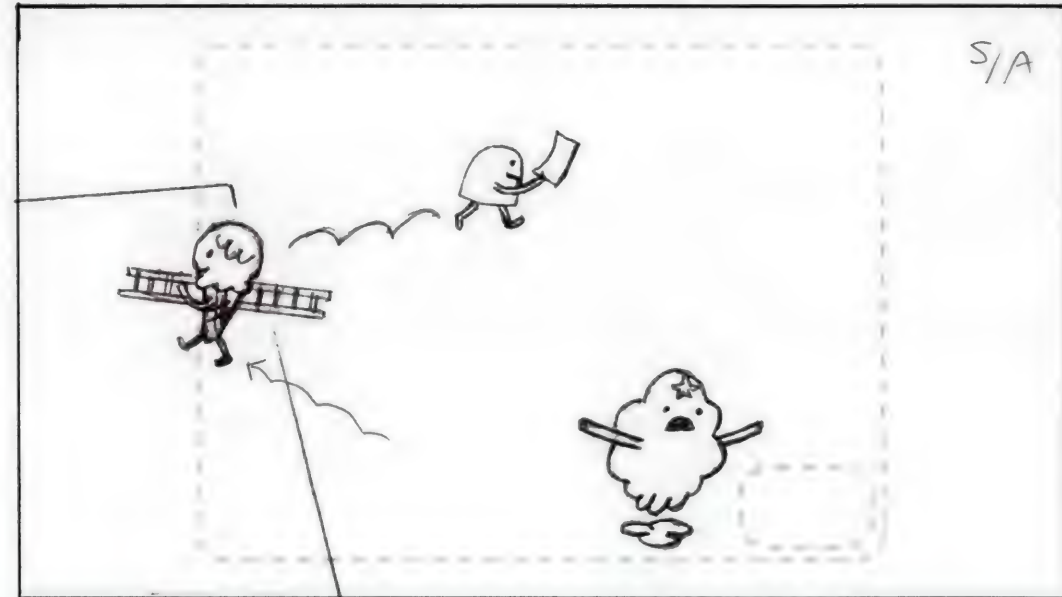


Page 202

Sc. 89 *cont* Pnl. B Bg. day night



Sc. 89 *cont* Pnl. C Bg. day night



Dialog:	<u>LSP:</u>	LSP: Still lots to finish--
Action:		
Timing:		

JUN 09 2015

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EPISODE #

1034/223

Production :

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ADVENTURE TIME



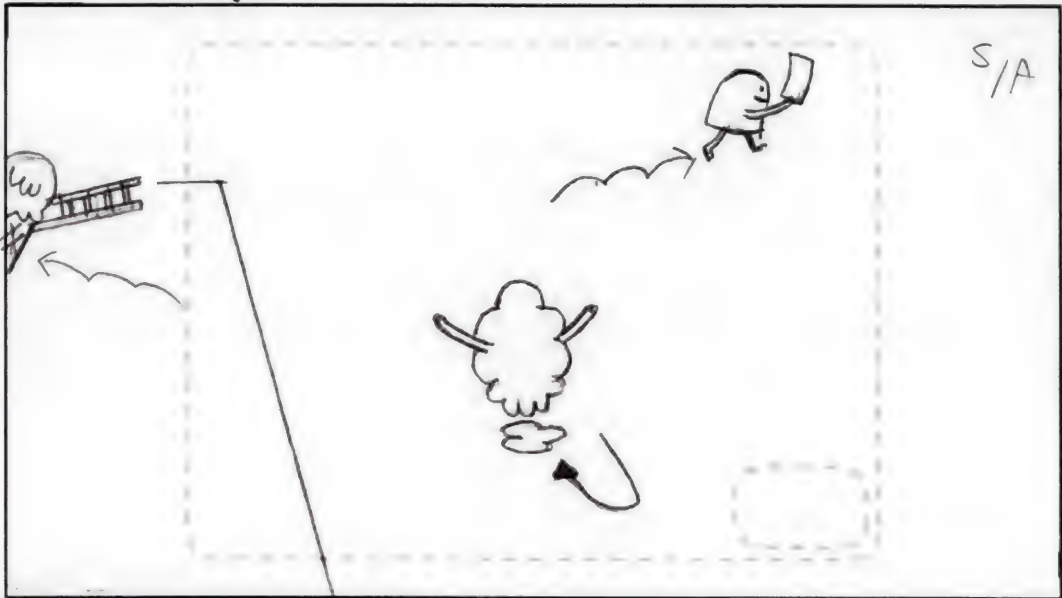
Page 203

Sc. 89 *cont*

Pnl. D

Bg.

day night



Sc. 90

Pnl. A

Bg.

day night



Dialog:

LSP: Stay sharp!

LSP (O/S): keep it classy!

MUSIC starts (from O/S)

Action:

-CRUNCHY TRIES ON BUTLER COSTUME.

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

1034/223

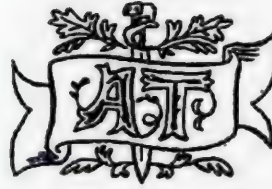
1034/223

1034/223

1034/223

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ADVENTURE TIME



NO SC's
91-92

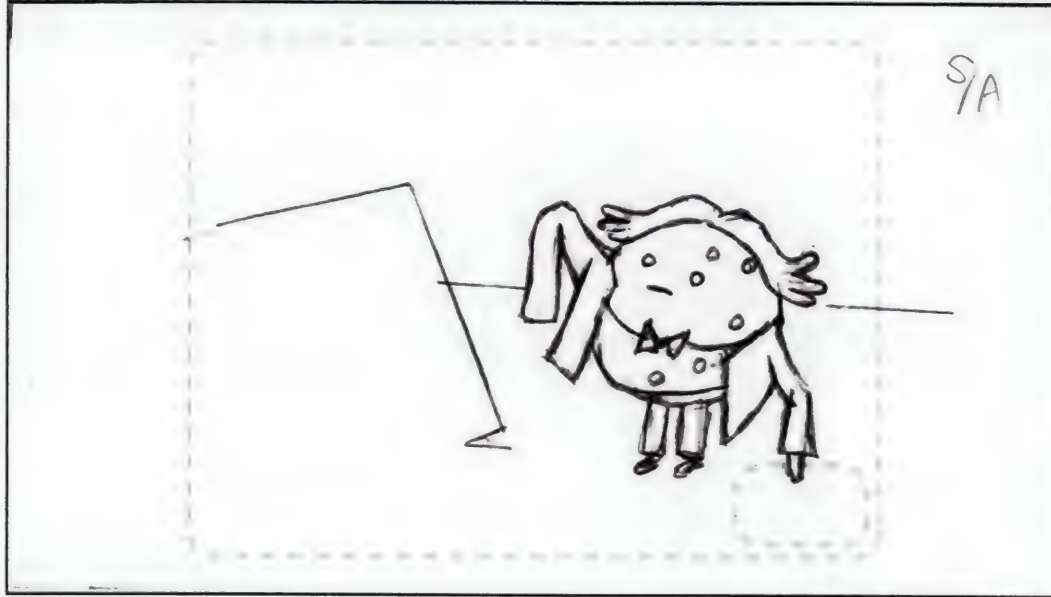
Page 204
NO PGS 205-206
day night

Sc. 90 *cont*

Pnl. B

Bg.

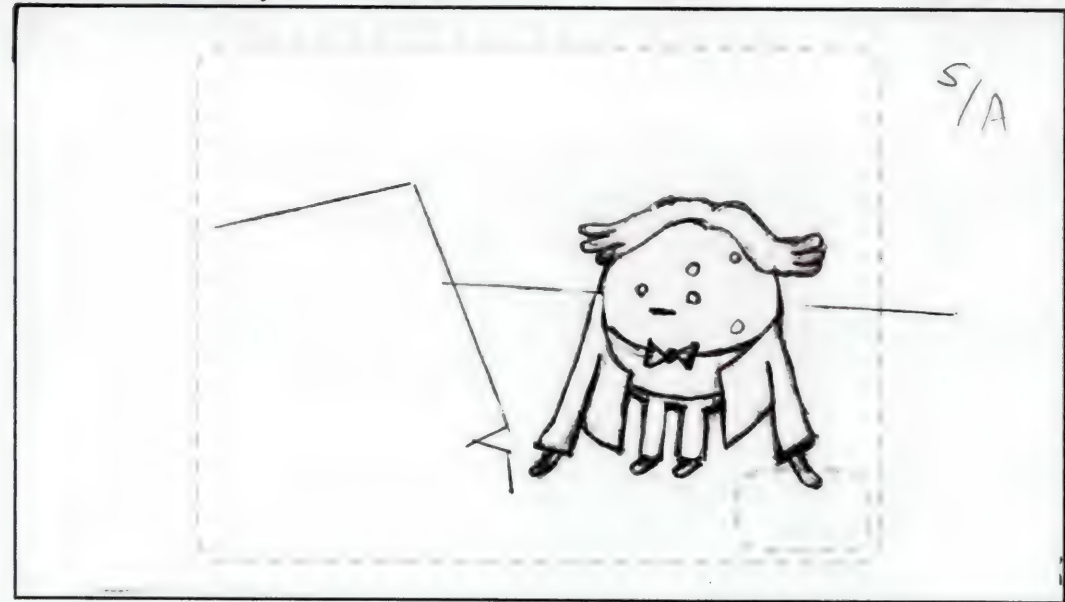
day night



Sc. 90 *cont*

Pnl. C

Bg.



Dialog:

MUSIC (from O/S)

MUSIC (from O/S)

Action:

JUN 09 2015

Timing:

EPISODE # 1034-223

1034/223

Production :

1034/223

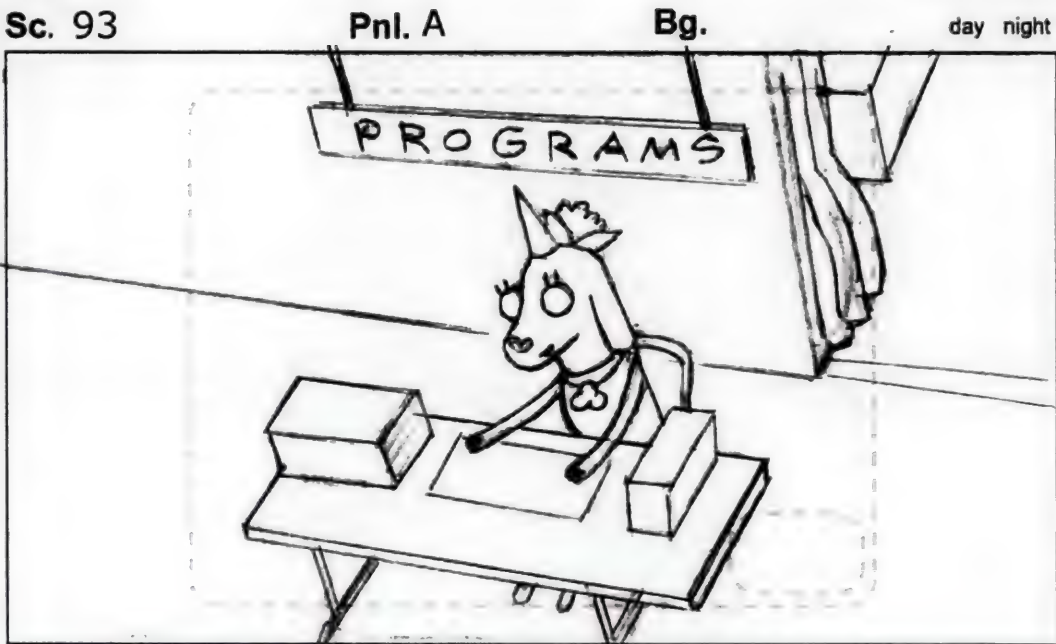
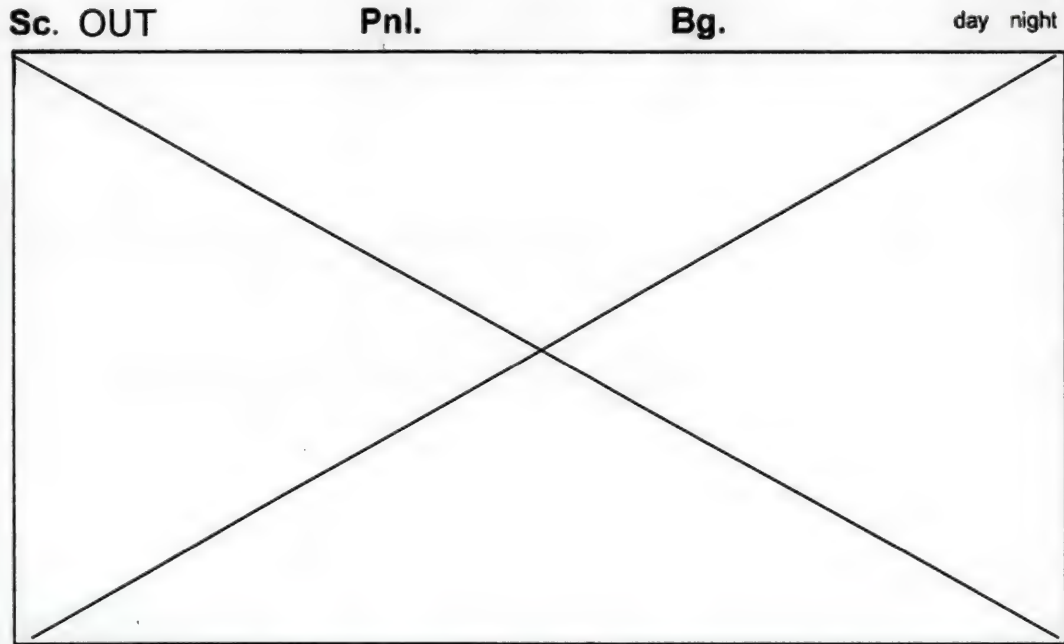
1034/223

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ADVENTURE TIME



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Dialog:	<u>MUSIC</u> from O/S
Action:	Cut to: Viola folding programs for the play. JUN 09 2015
Timing:	

1034-223

EPISODE #

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Production :

1034/223

ADVENTURE TIME

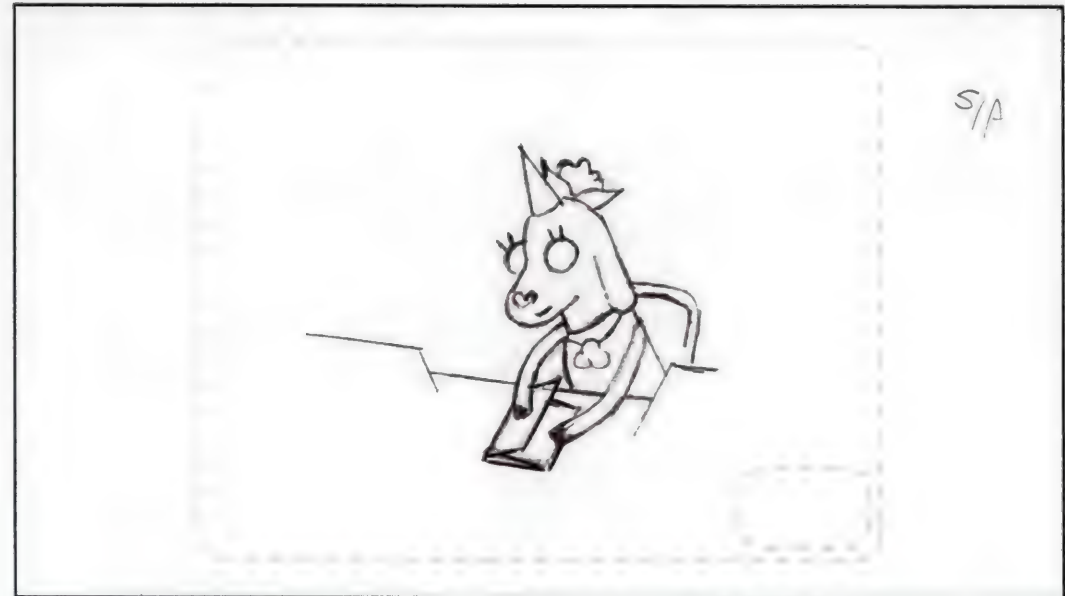


Page **208**

Sc. 93 *cont* Pnl. B Bg. day night



Sc. 93 *cont* Pnl. C Bg. day night



Dialog:	<u>MUSIC</u> from O/S	<u>MUSIC</u> from O/S
Action:		
Timing:	JUN 09 2015	

1034-223

EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME

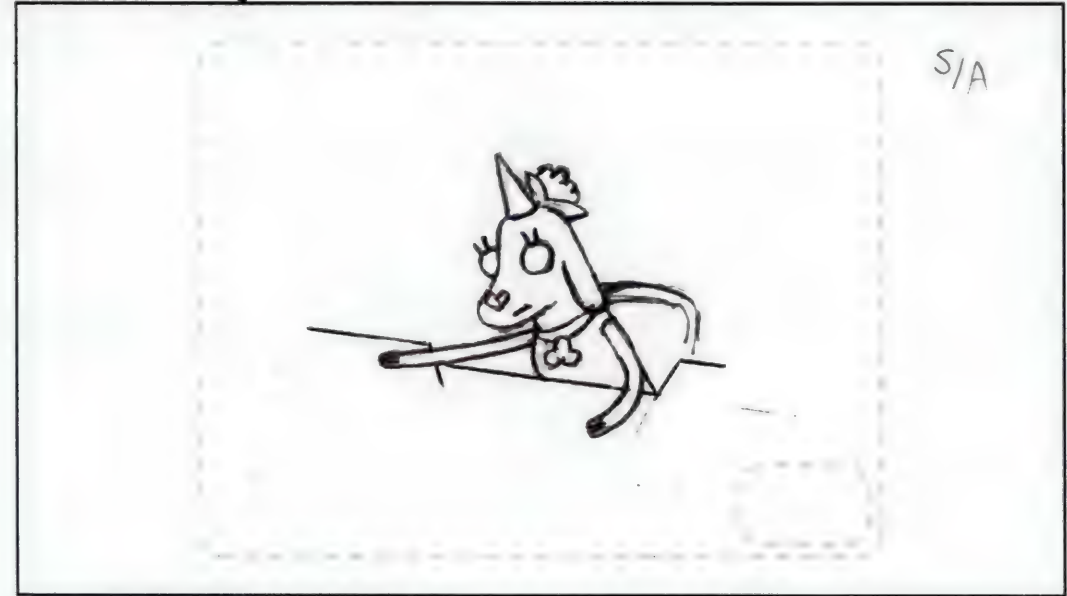


Page 209

Sc. 93 *CONT* Pnl. D Bg. day night



Sc. 93 *CONT* Pnl. E Bg. day night



Dialog:

MUSIC from O/S

MUSIC from O/S

Action:

Timing:

JUN 09 2015

1034-223

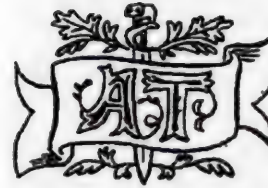
EPISODE #

1034/223

Production :

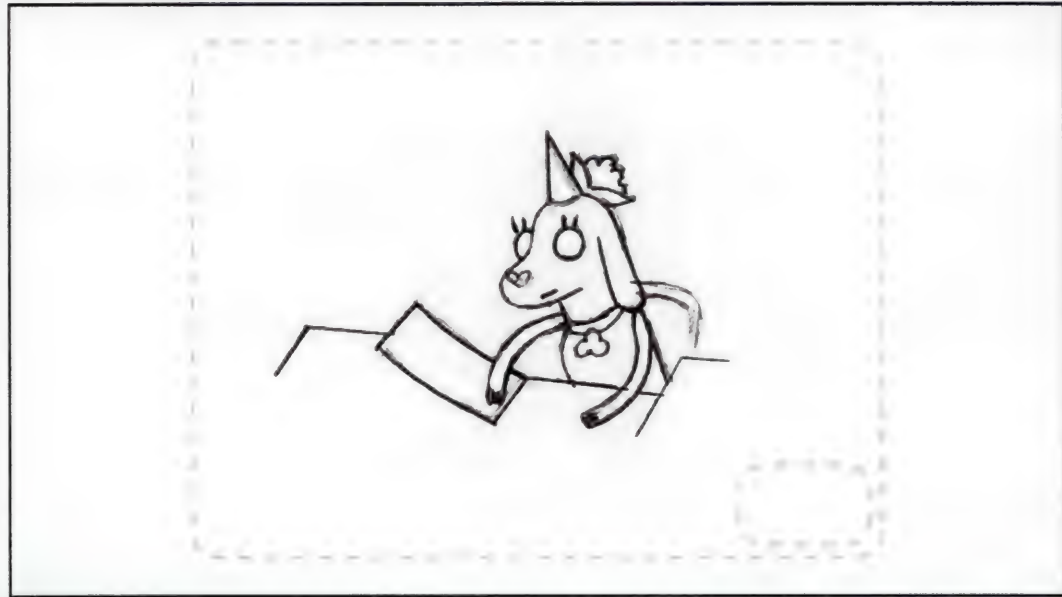
1034/223

ADVENTURE TIME

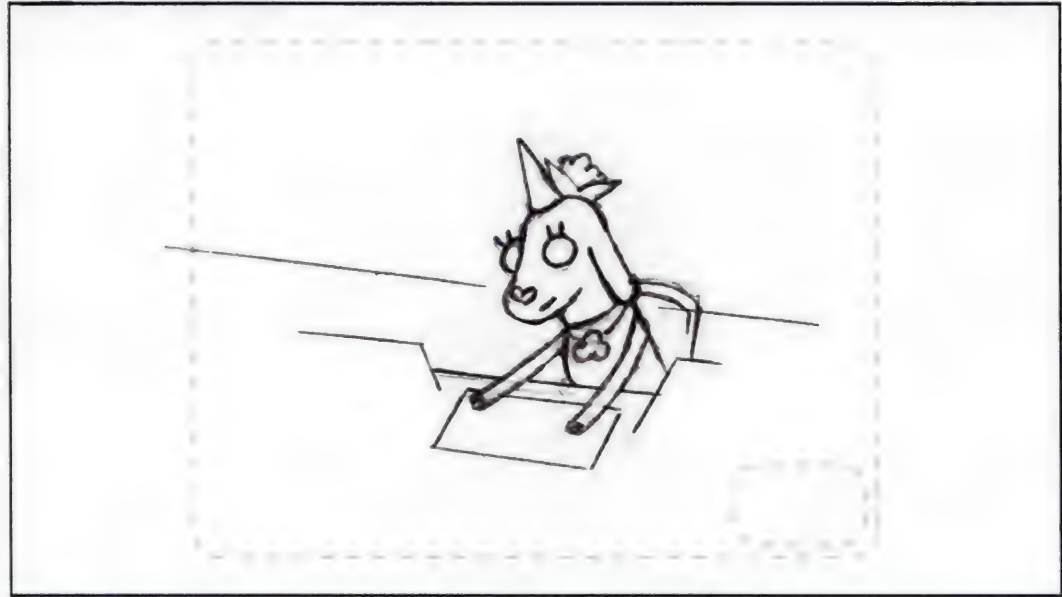


Page 210

Sc. 93 *cont* Pnl. F Bg. day night



Sc. 93 *cont* Pnl. G Bg. day night



Dialog:	<u>MUSIC</u> from O/S	<u>MUSIC</u> from O/S --- Music ends with a flourish.
Action:		
Timing:		

JUN 09 2015

1034-223

EPISODE #

1034/223

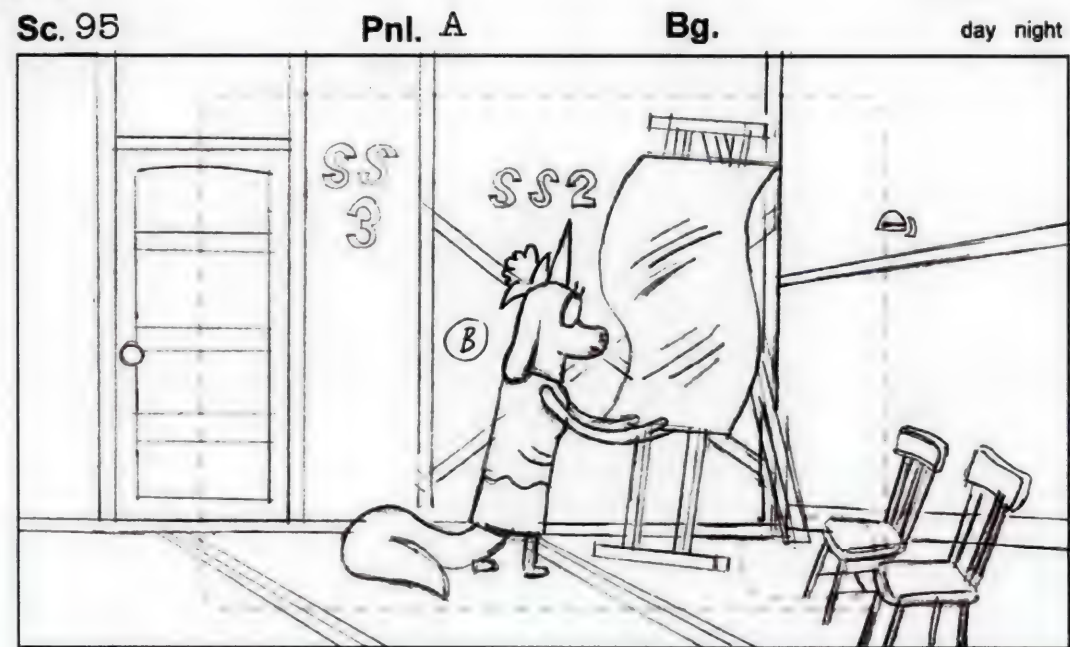
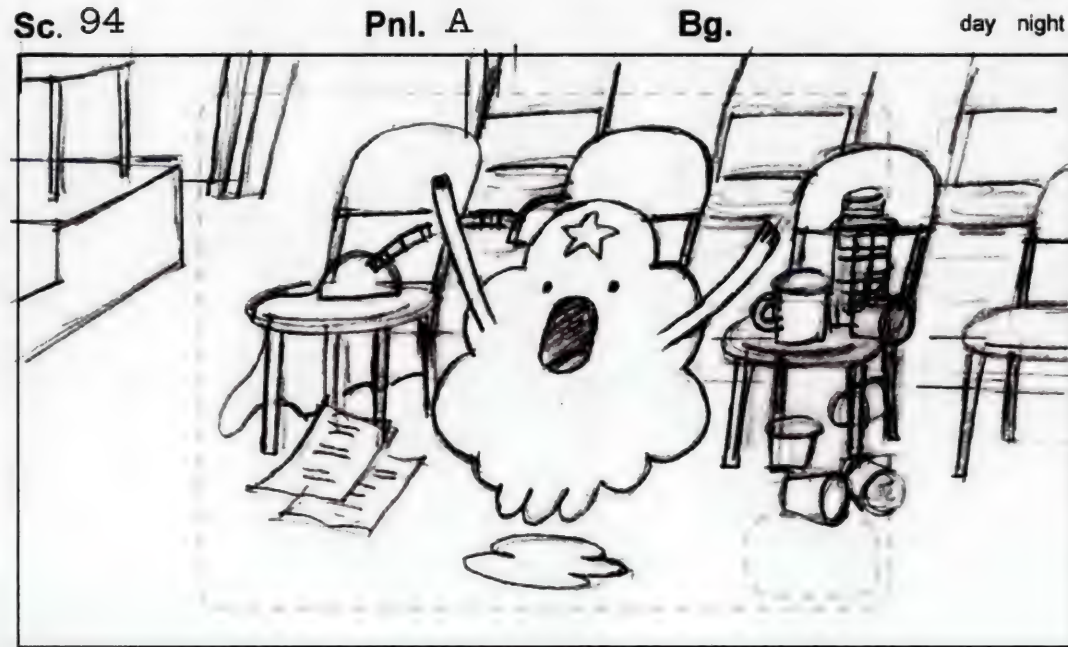
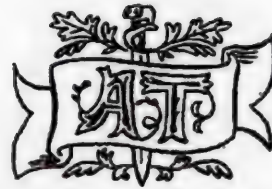
Production :

1034/223

1034/223

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ADVENTURE TIME



1034-223

EPISODE #

1034/223

Dialog:

LSP: Let's take it from Act 2

SFX: Boom-mm-mm. [Thunder]

Action:

LSP shouts instructions to everyone. SP

Viola makes thunder sound effects again.

- CYCLE (A) + (B)

JUN 09 2015

Timing:



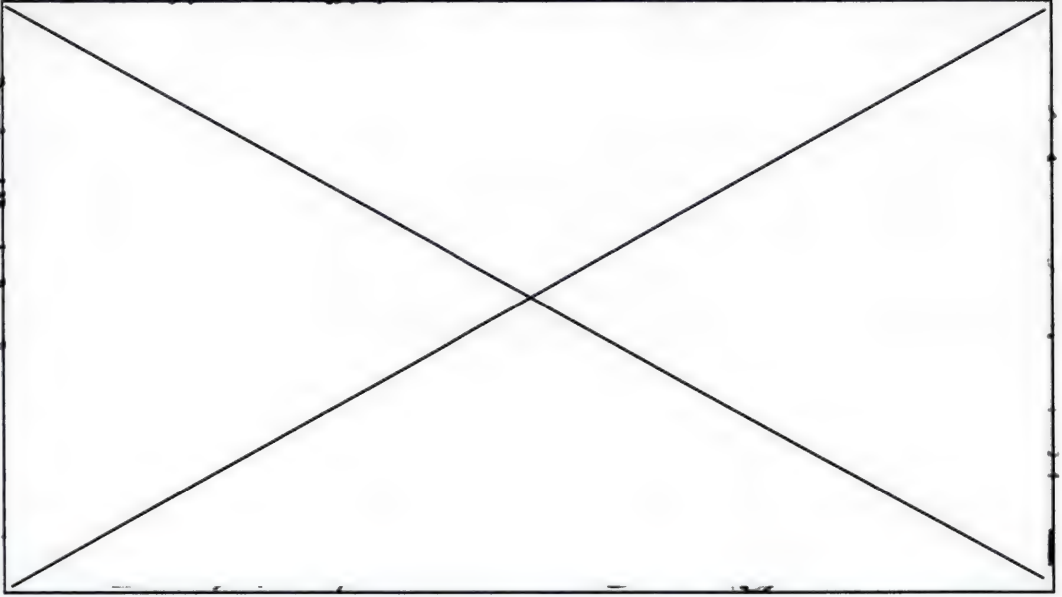
1034/223

ADVENTURE TIME



No Sc. 97-98

Sc. 96 Pnl. A Bg. day night Sc. OUT Pnl. Bg. day night




Dialog: Mr. C: Do you know how lovely you looked this afternoon,
Tree Trunks --- TT (O/S): Oh Nigel...
LSP (O/S): MI - RAN - DA !
MR. C: --- Miranda Hobson,

Action: Tree Trunks and Mr. Cupcake are in a romantic scene.

Timing:

JUN 09 2015



1034/223

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Production :

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ADVENTURE TIME



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Sc. OUT

Pnl.

Bg.

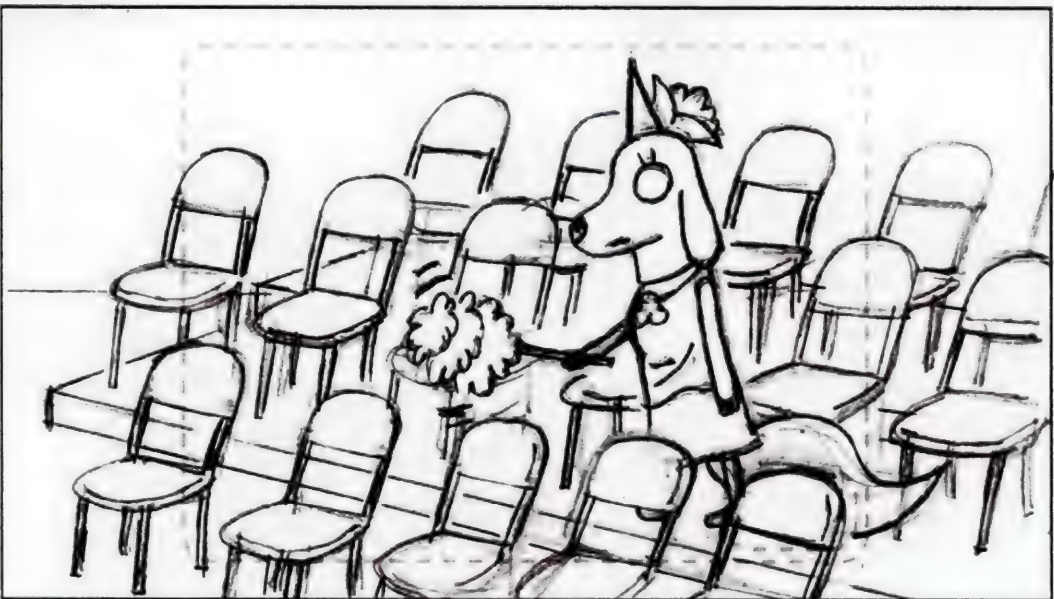
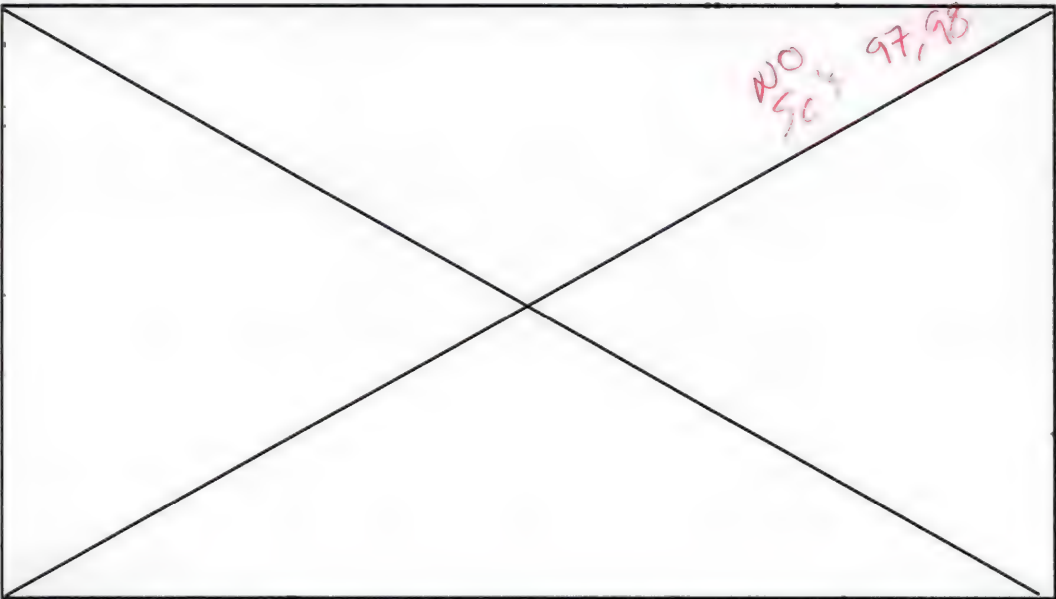
day night

Sc. 99

Pnl. A

Bg.

day night



Dialog:

TT (O/S): You have always made me smile.

Action:

Viola dusts some chairs, with a feather-duster.

Timing:

JUN 09 2015

EPISODE # 1034-223

Production :

1034/223

1034/223

1034/223

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ADVENTURE TIME



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Sc. 99 *cont*

Pnl. B

Bg.

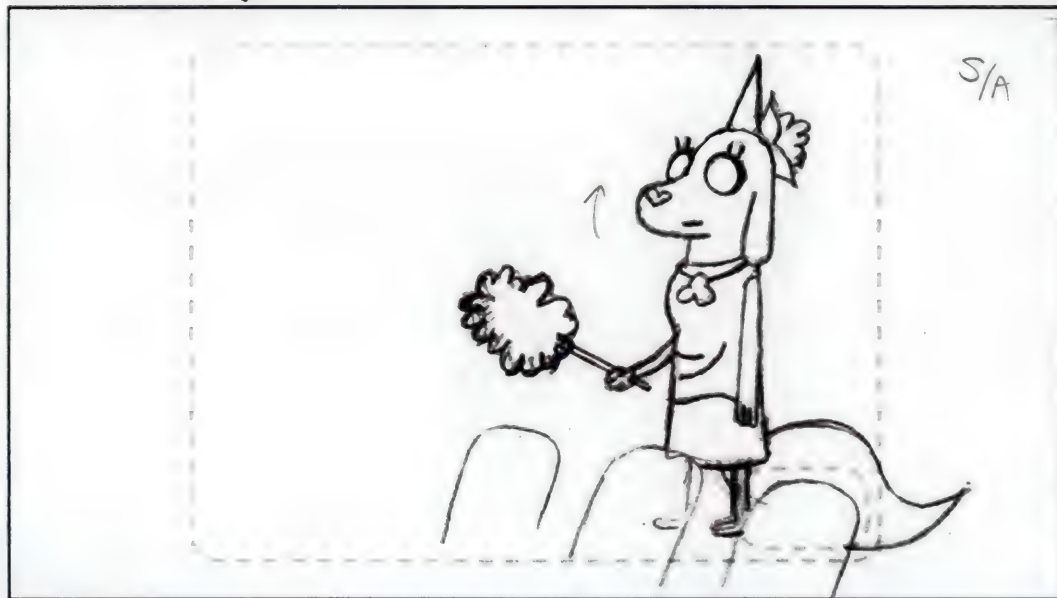
day night

Sc. 99 *cont*

Pnl. C

Bg.

day night



Dialog:

TT (O/S): Even when we met--

Action:

Viola pauses from her work, listening to the rehearsal.

Viola lip-syncs the lines of Tree Trunks.

JUN 09 2015

Timing:

1034-223

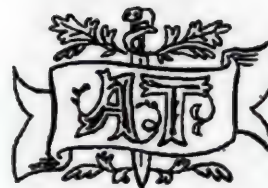
EPISODE #

Production :

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1034/223

ADVENTURE TIME



Page 216

Sc. 101 *cont* Pnl. B

Bg.

day night

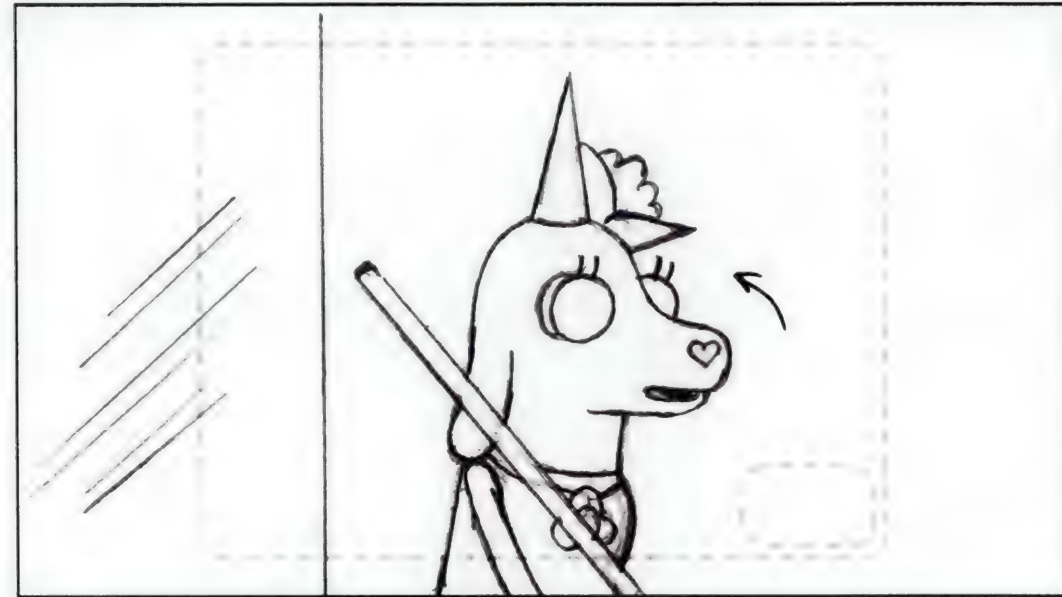


Sc. 102

Pnl. A

Bg.

day night



Dialog:

TT (O/S): You were such a ---

Action:

Closer on Viola, showing her lip-syncing the lines of Tree Trunks.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

1034/223

1034/223

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ADVENTURE TIME



Page 218
No 185219, 220
day night

Sc. OUT

Pnl.

Bg.

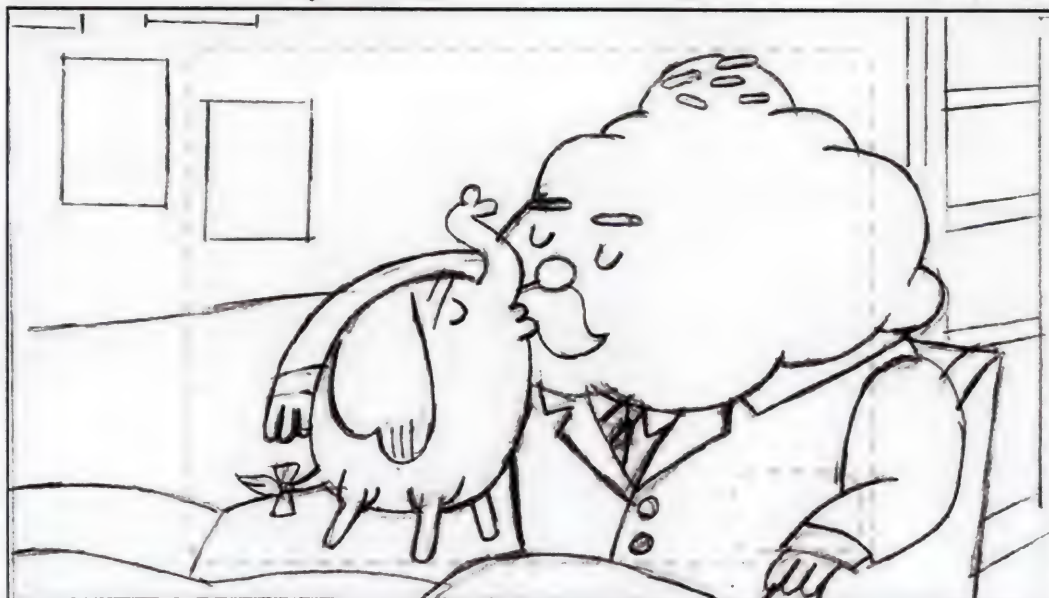
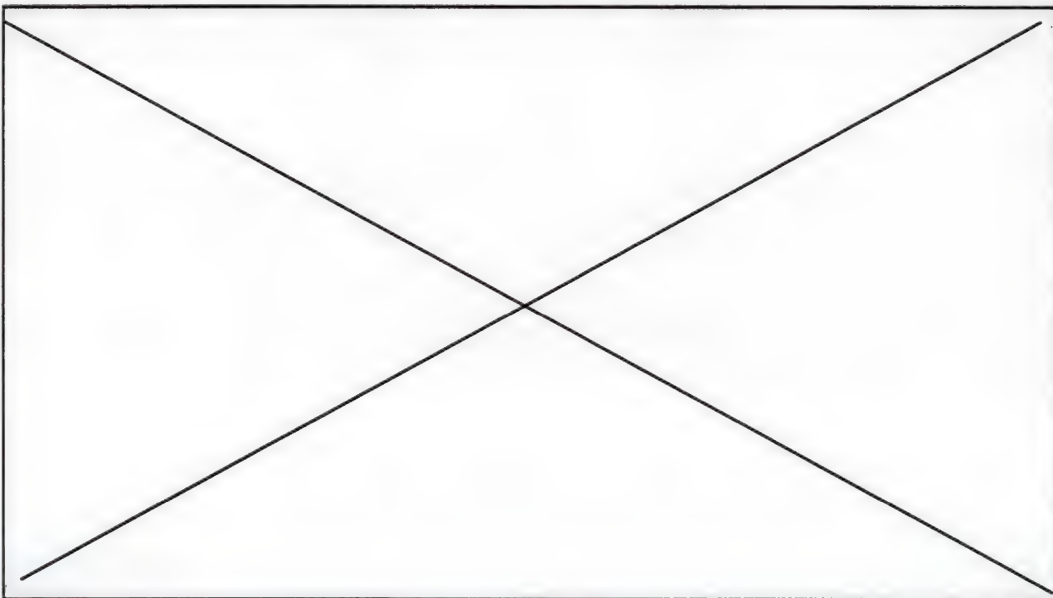
day night

Sc. 103

cont

Pnl. B

Bg.



Dialog:

SFX: Smek.

Action:

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

1034/223

1034/223

1034/223

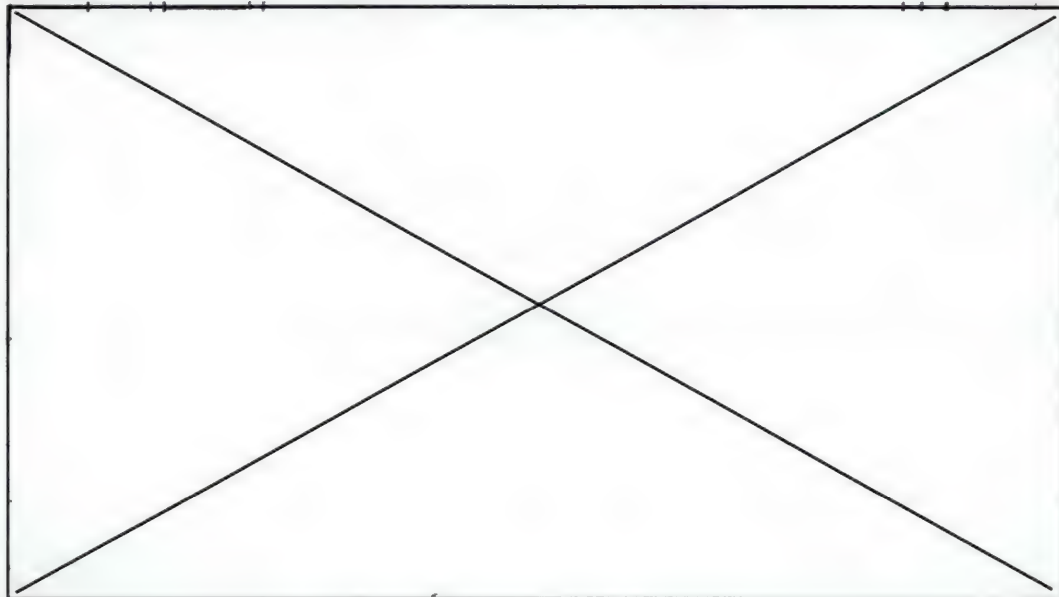
ADVENTURE TIME



NO SC'S
104-105

Page 221
NO PG 222
day night

Sc. OUT Pnl. Bg. day night



Sc. 103 *CONT* Pnl. C Bg.



EPISODE # 1034-223

1034/223

Production :

Dialog:

Mr. C: [Yawns]

Action:

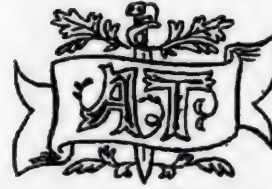
Timing:



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1034/223

ADVENTURE TIME



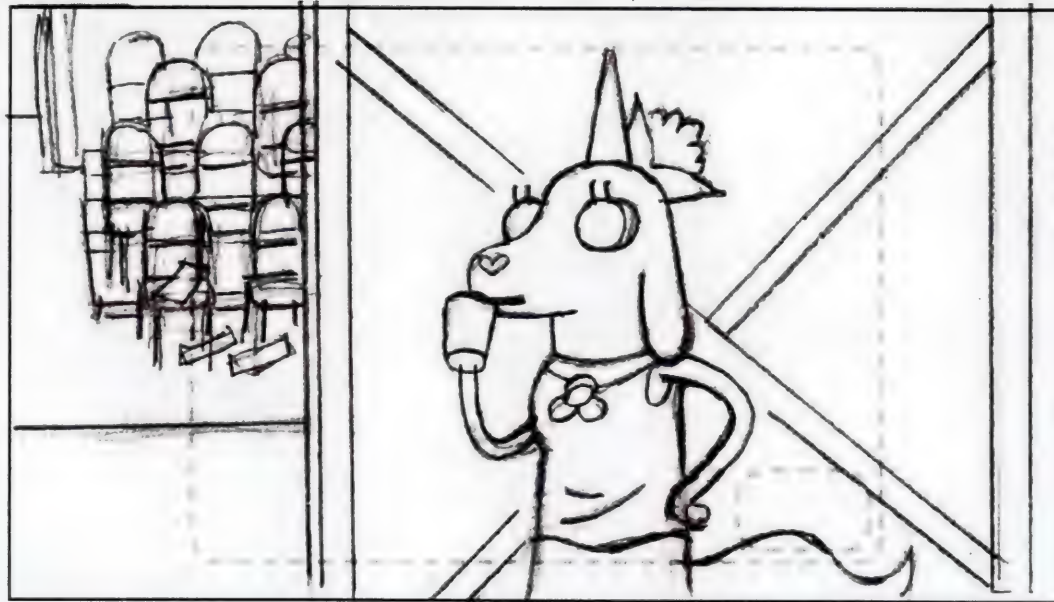
Page 223

Sc. 106

Pnl. A

Bg.

day night



Sc. 106 *cont*

Pnl. B

Bg.

day night



Dialog: Mr C (O/S): I admit I feel quite sleepy - - -

Action:

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

1034/223

1034/223

1034/223

ADVENTURE TIME



Page 224

Sc. 106 *cont* Pnl. C Bg. day night



Sc. 106 *cont* Pnl. D Bg. day night



Dialog: <p>TT (O/S): ... the summer showers always did affect you that way!</p>	
Action: Viola lip-syncs the lines of Tree Trunks.	Action: Viola lip-syncs the lines of Tree Trunks. <p>JUN 09 2015</p>
Timing:	

EPISODE # 1034-223

1034/223

Production :

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1034/223

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ADVENTURE TIME



NO SC'S
108-111

Page 225
NO PGS 226-228
day night

Sc. 107

Pnl. A

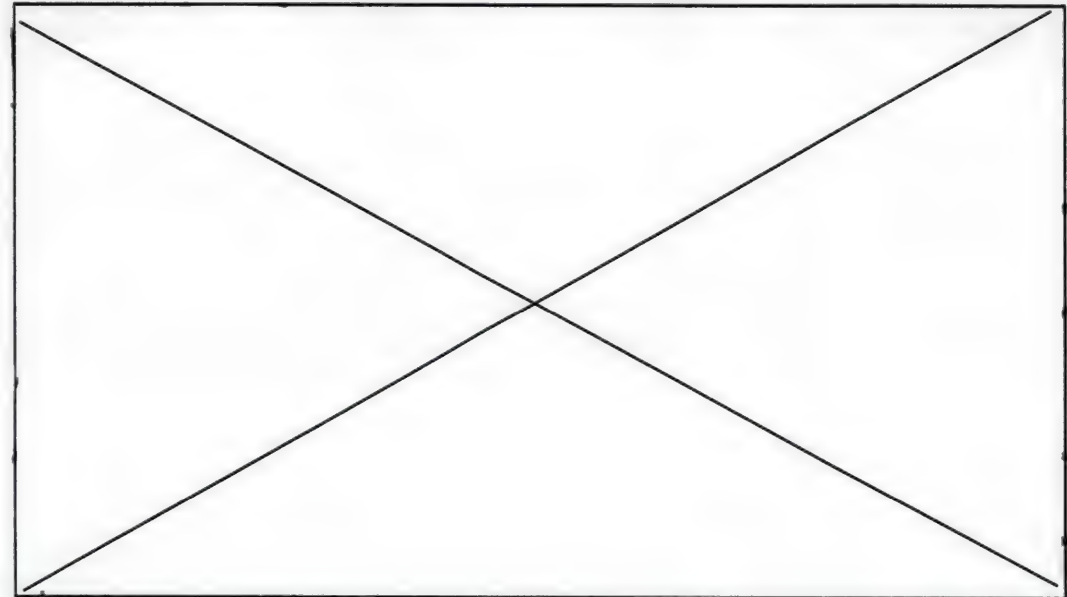
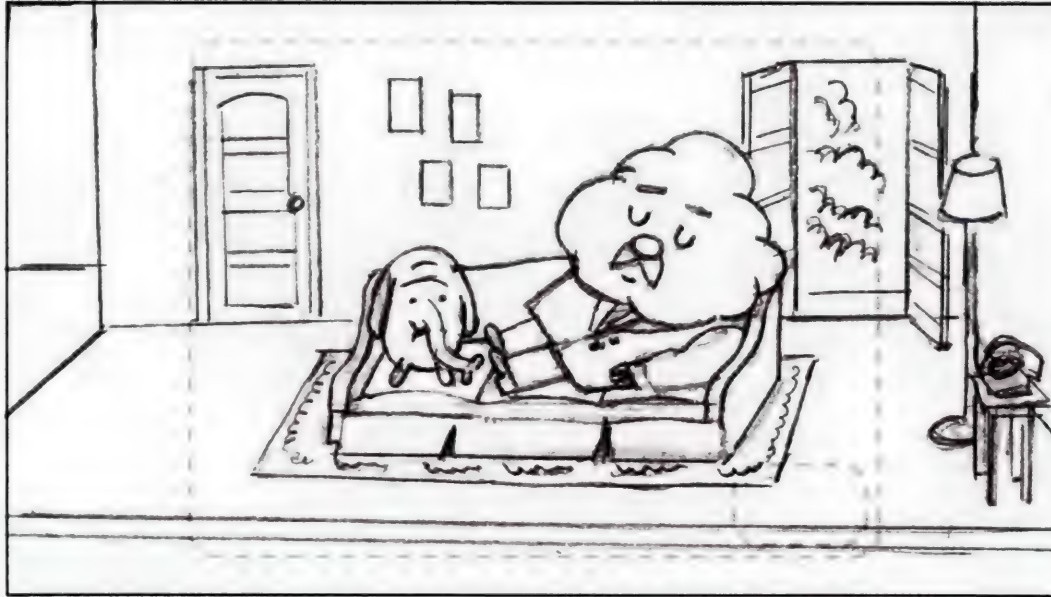
Bg.

day night

Sc. OUT

Pnl.

Bg.



EPISODE #
1034-223

1034/223

Production :

Dialog:

SFX: Boom-mm-mm. [Thunder]

TT (O/S): I'll Let him rest. After all, the rain can't last forever.

Action:

Cut to: Tree Trunks having a small soliloquy, while Mr. Cupcake is asleep.

JUN 09 2015

Timing:

ADVENTURE TIME



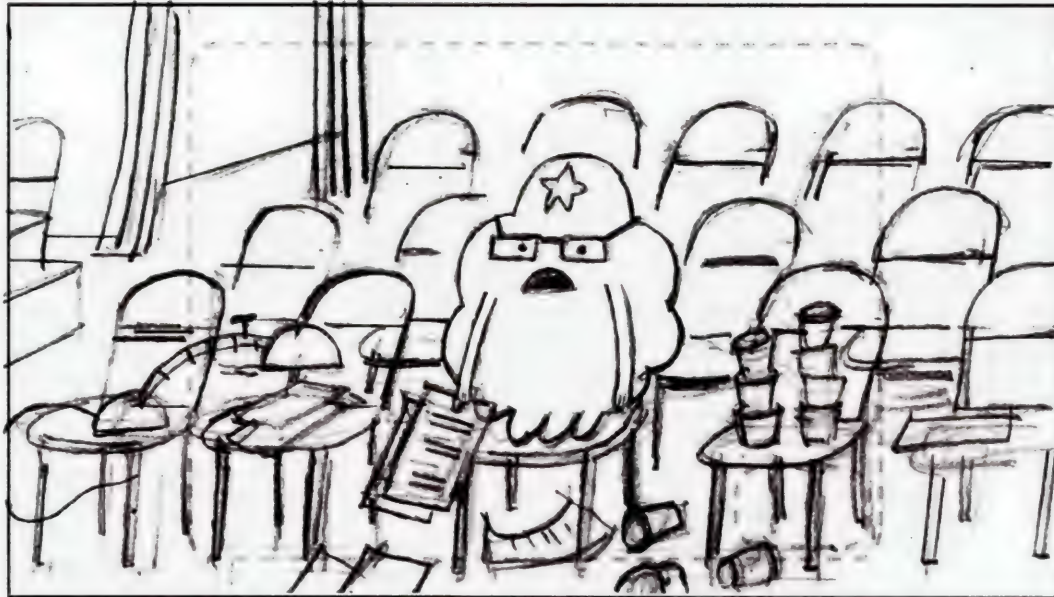
Page **229**

Sc. 112

Pnl. A

Bg.

day night



Sc. 112 *cont* Pnl. B

Bg.

day night



Dialog:

LSP: That was not too bad actually.

SFX: Ring-ring! [British telephone]

SFX: *CLICK* IT: (vs) YES HELLO ...

Action:

LSP comments on the performances -- she is fairly satisfied now.

LSP looks toward the british phone booth beside the stage.

SP

JUN 09 2015

Timing:



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EPISODE #

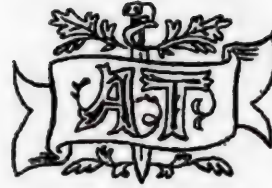
1034/223

Production :

1034/223

1034/223

ADVENTURE TIME



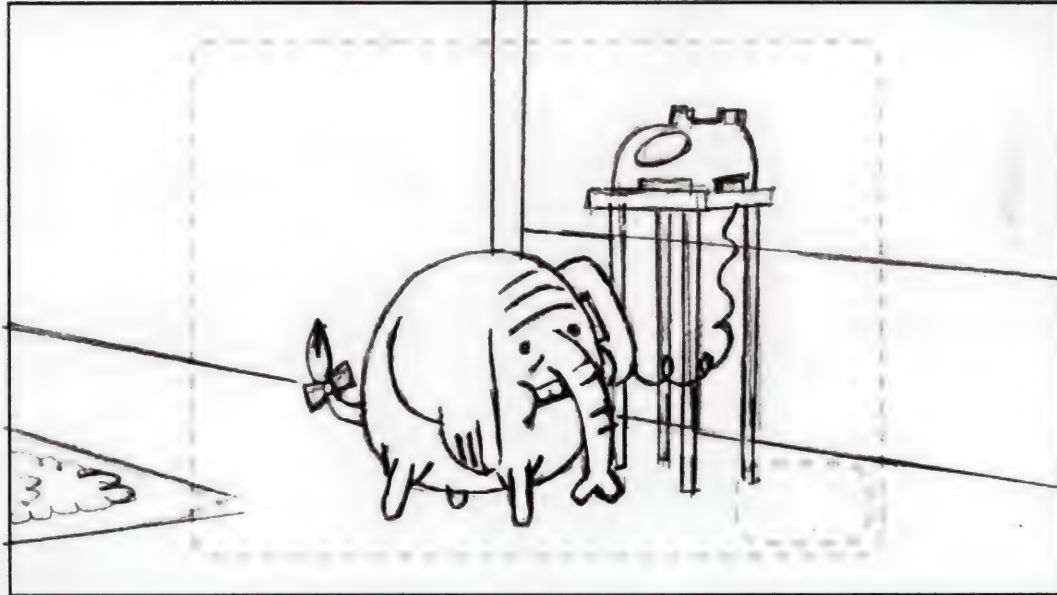
Page 230

Sc. 113

Pnl. A

Bg.

day night

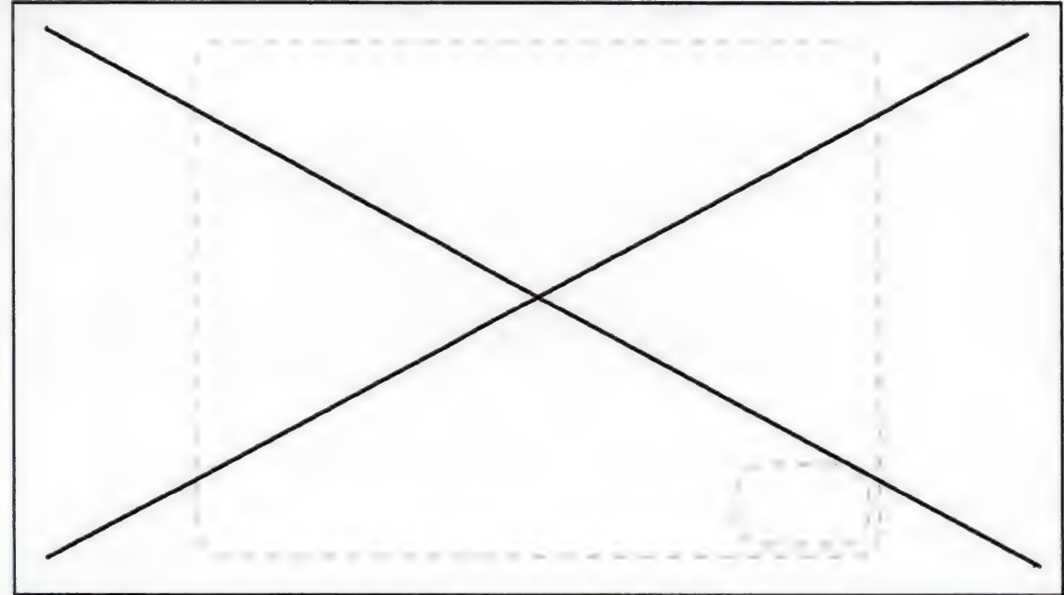


Sc.

Pnl.

Bg.

day night



Dialog:

TT: Miranda Hobson speaking.

Action:

Tree Trunks talks on the phone.

JUN 09 2015

Timing:

1034-223

EPISODE #

1034/223

Production :

1034/223

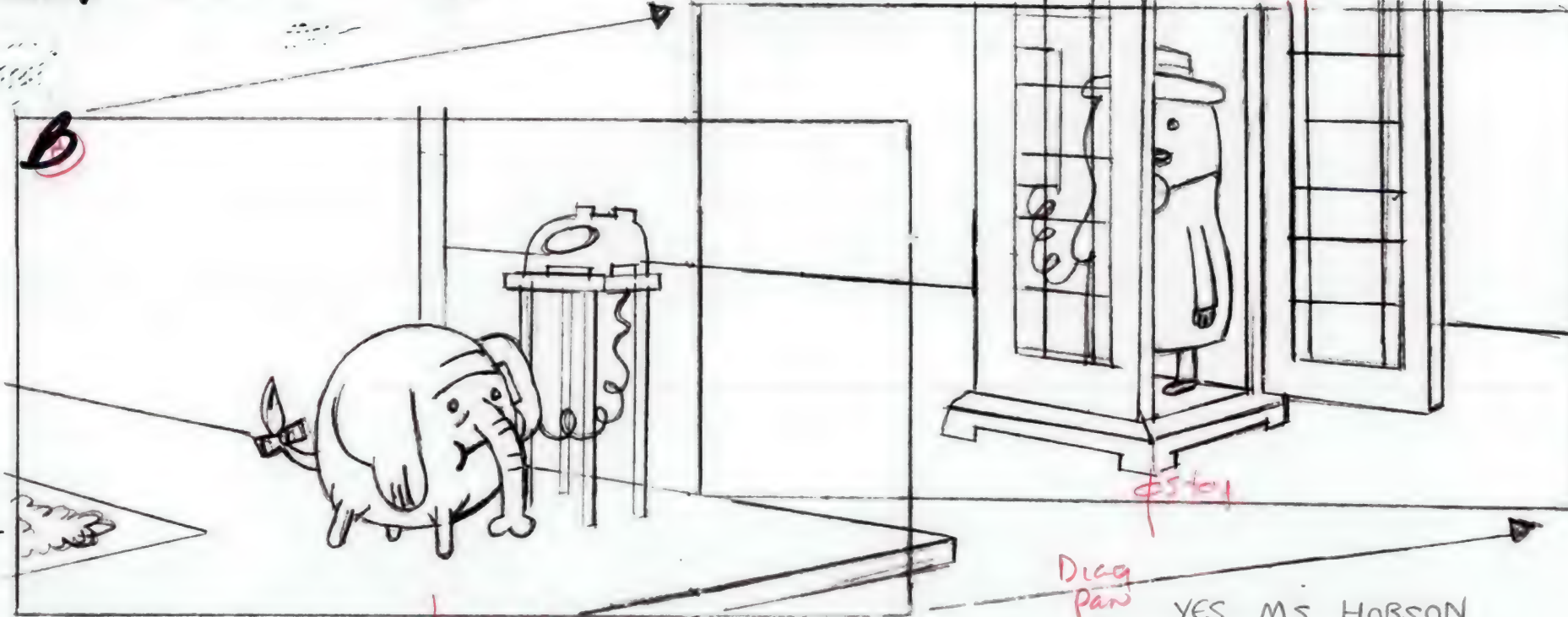
ADVENTURE TIME



Page 231

Sc. 113 *cont* Pnl. B Bg.

day night



Dialog:

Diag Pan
YES, MS. HOBSON,
Citizen Peanut: You won't remeber me ---

Action:

- Quick pan to phone booth.

Timing:

JUN 09 2015

Production :

EPISODE #

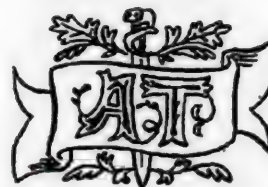
1034-223

1034/223

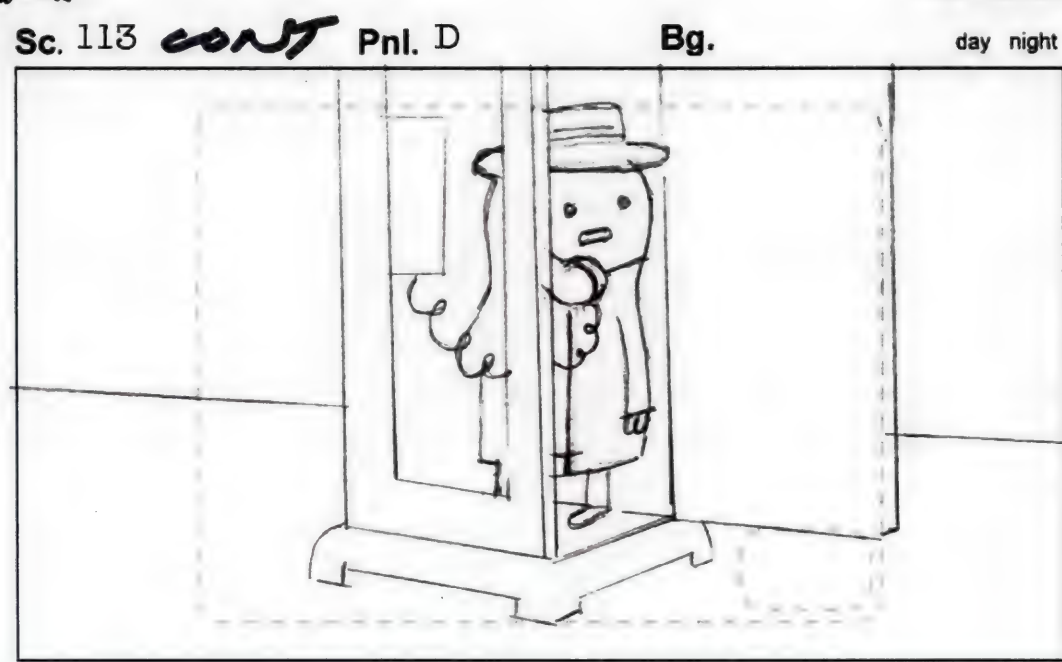
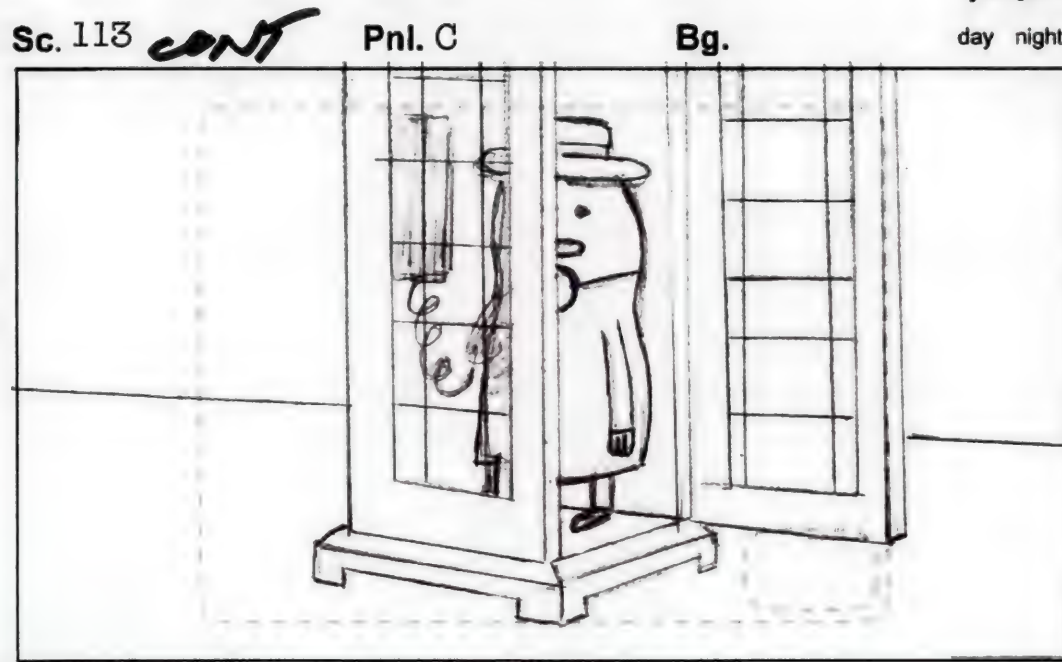
1034/223

1034/223

ADVENTURE TIME



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Dialog:	<p><u>CP</u>: --- but my name is Wilfrid.</p> <p><u>CP</u>: We met in April at the Chestnut Festival AT ST. MARGARET'S SCHOOL.</p>
Action:	<p>Citizen Peanut looks around nervously as he talks.</p> <p>JUN 09 2015</p>
Timing:	

EPISODE # 1034-223

1034/223

Production :

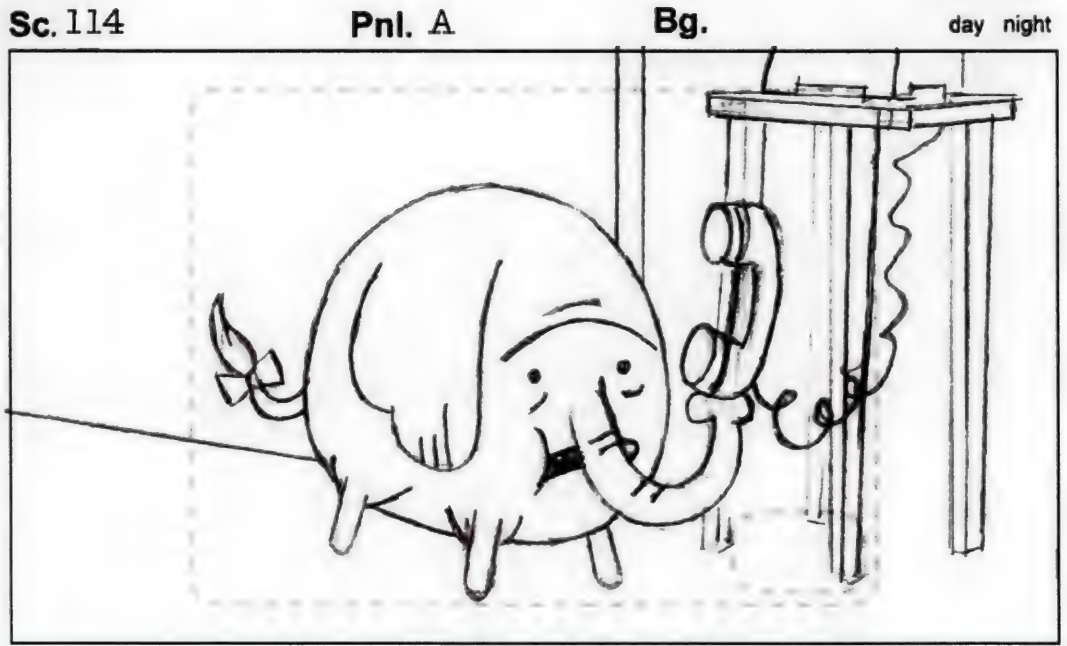
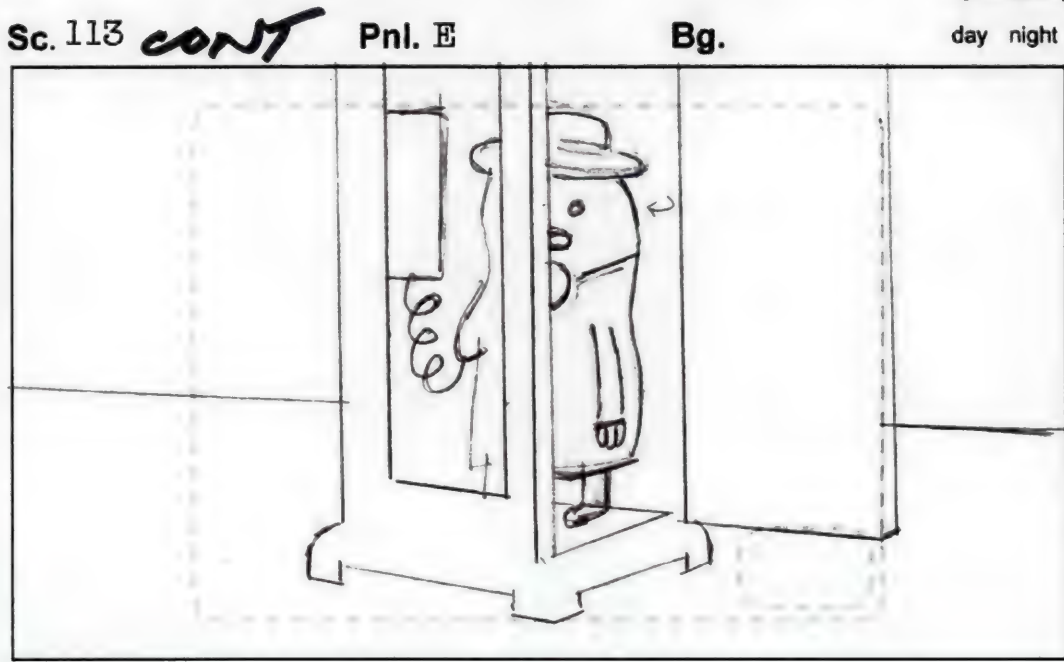
1034/223

1034/223

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ADVENTURE TIME



Dialog:	CP: I'm between trains and thought I might drop by?	TT: No visitors TO BULKLEY COTTAGE --
Action:	Tree Trunks (Miranda Hobson) makes a comment to herself.	
Timing:	JUN 09 2015	

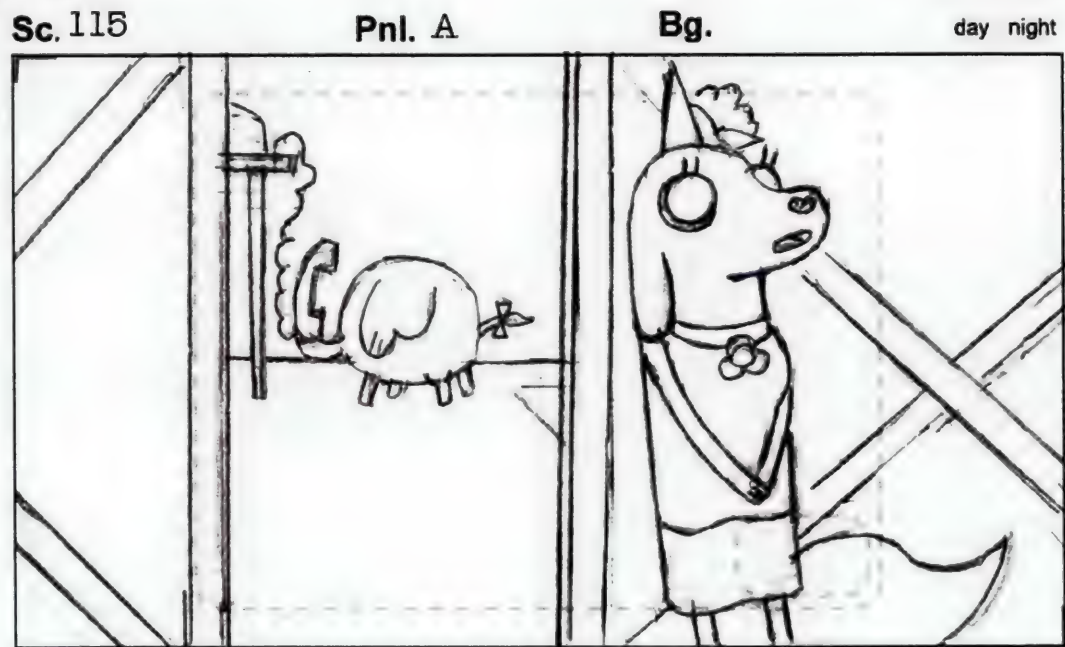
EPISODE # 1034-223

Production :

ADVENTURE TIME



Page 234



Dialog: TT: --- ALL SEASON, --

TT: ... and now, two

Action: Backstage, Viola lip-syns the lines of Tree Trunks.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

1034/223

1034/223

1034/223

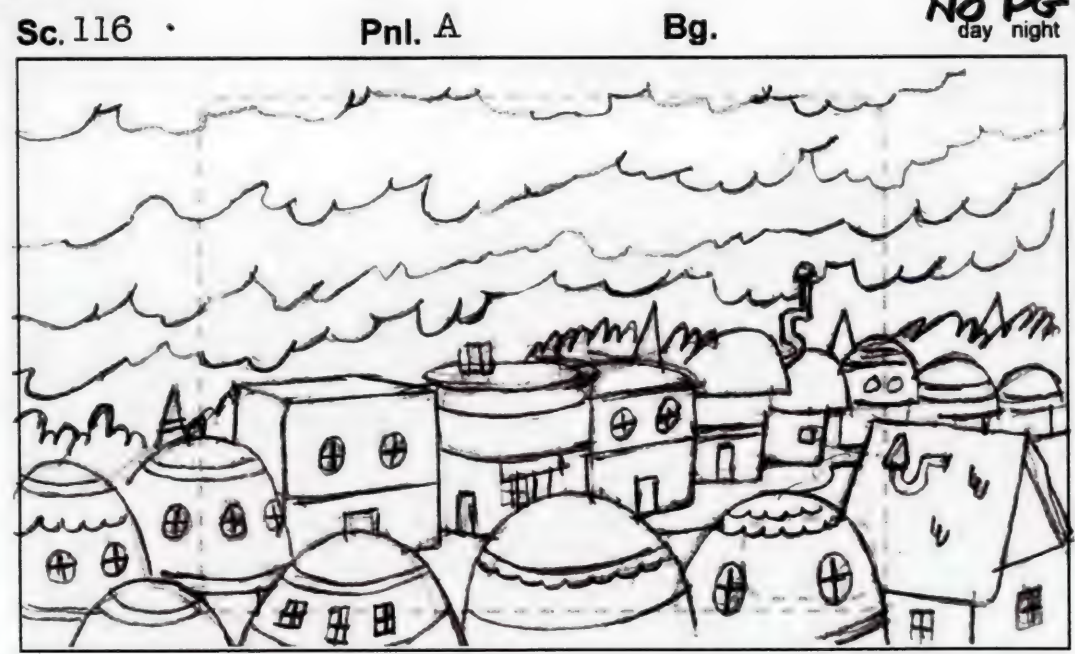
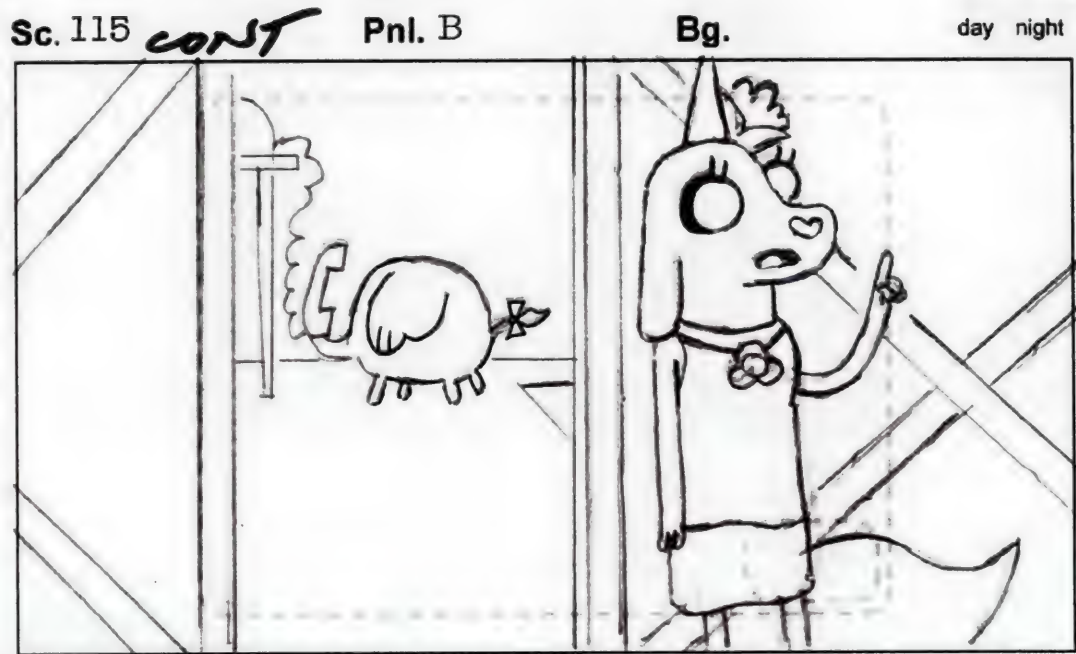
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ADVENTURE TIME



No scene 117

Page 235
No PG 236
day night



Dialog:	TT (O/S): in one day	
Action:	Viola lip-syncs the lines of Tree trunks.	Wide on the theatrical district of Candy Kingdom.
Timing:	JUN 09 2015	

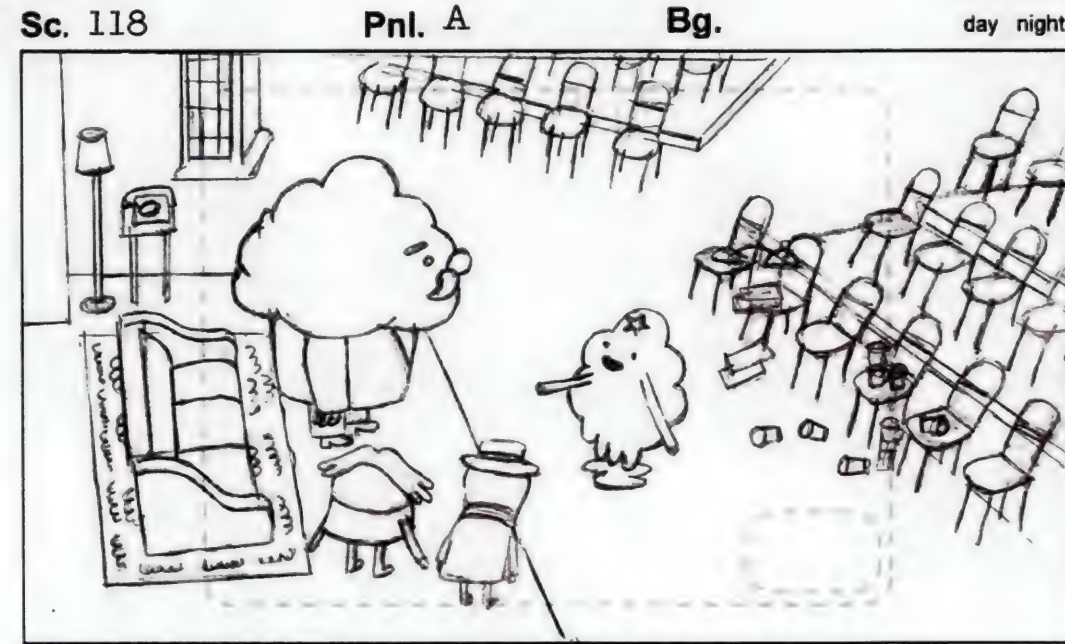
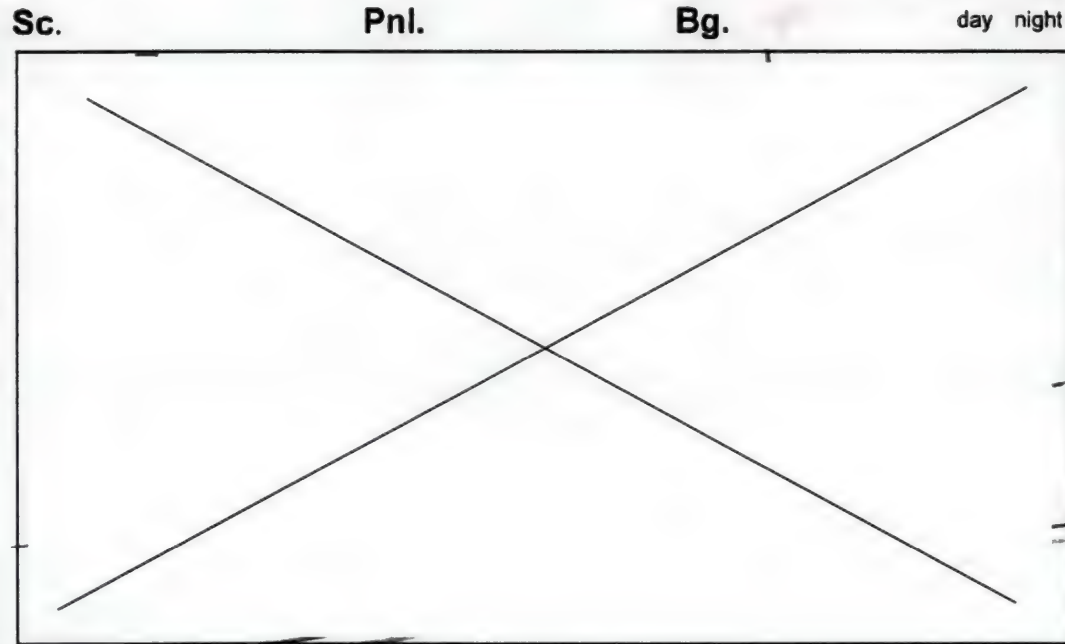
EPISODE # 1034-223
Production : 1034/223

1034/223

ADVENTURE TIME



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Dialog:	<u>LSP</u> : Okay, the doors open in an hour. Here's a pep talk:
Action:	LSP (fairly happy) gives a pep talk to the actors.
Timing:	JUN 09 2015

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EPISODE #

Production :

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ADVENTURE TIME



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Sc. 119

Pnl. A

Bg.

day night



Sc. 119

cont

Pnl. B

Bg.

day night



Dialog:

LSP: Tonight is your night to be special --

Action:

[Start pose]

LSP gives a pep talk to the actors.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

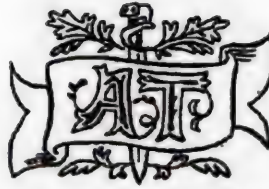
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1034/223

+ DIALOG
POSES ↓

ADVENTURE TIME

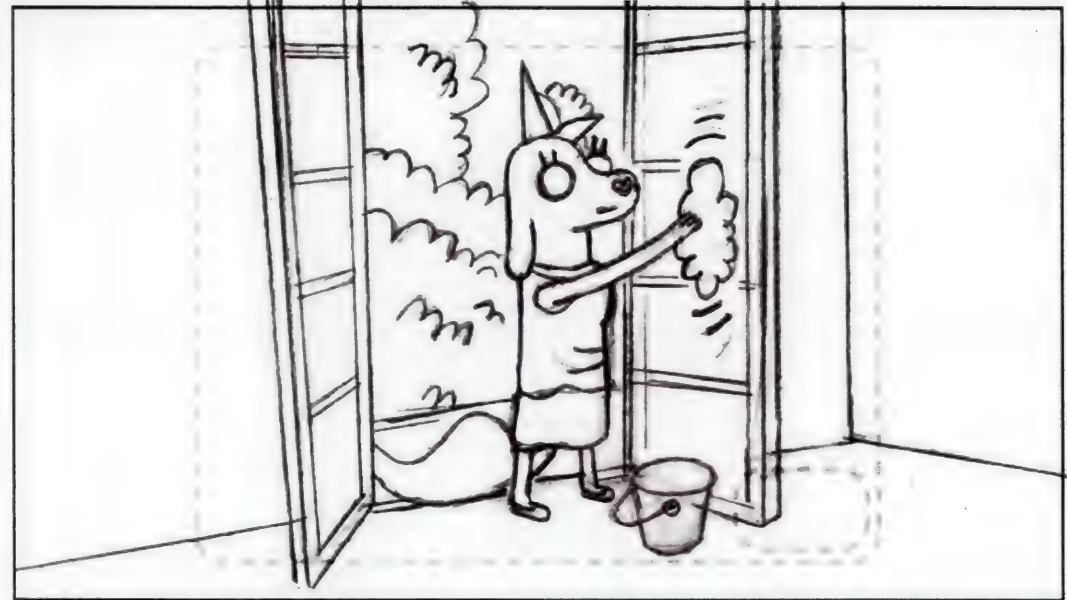


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Sc. 119 *const* Pnl. C Bg. day night



Sc. 120 Pnl. A Bg. day night



Dialog:

LSP: -- 'cause you're in a pretty darn special play!
(Written by me.) AND A PRETTY SPECIAL
DIRECTOR (ALSO ME) ...

(O/S)
LSP: HEY VIOLA!

Action:

Viola is cleaning a window on the set.

Timing:

JUN 09 2015

EPISODE # 1034-223

Production :

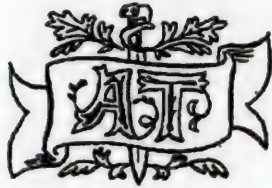
1034/223

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1034/223

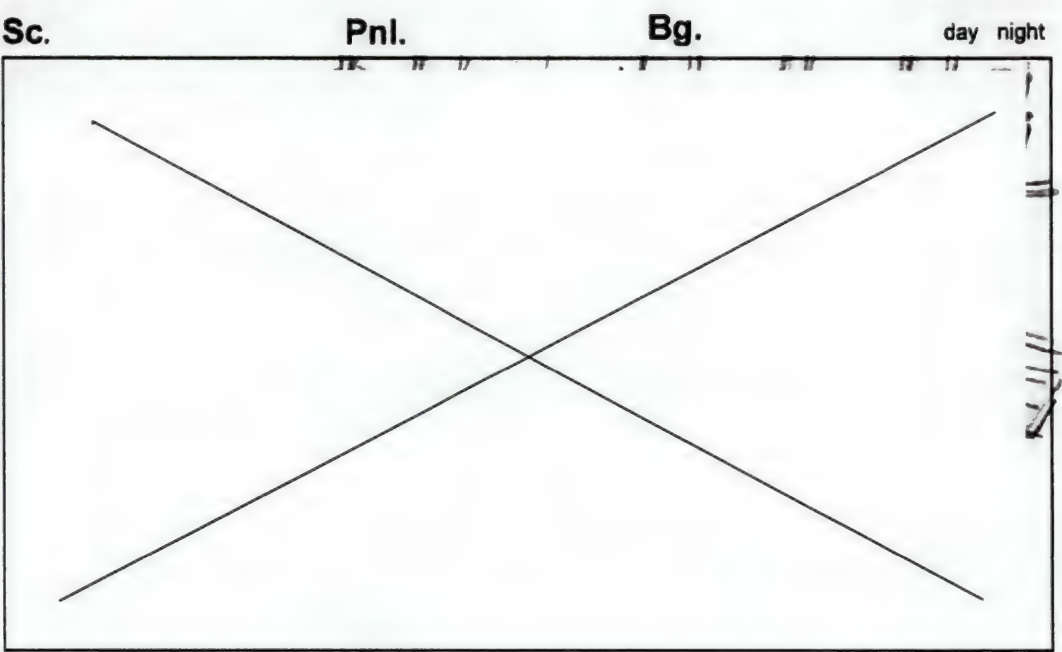
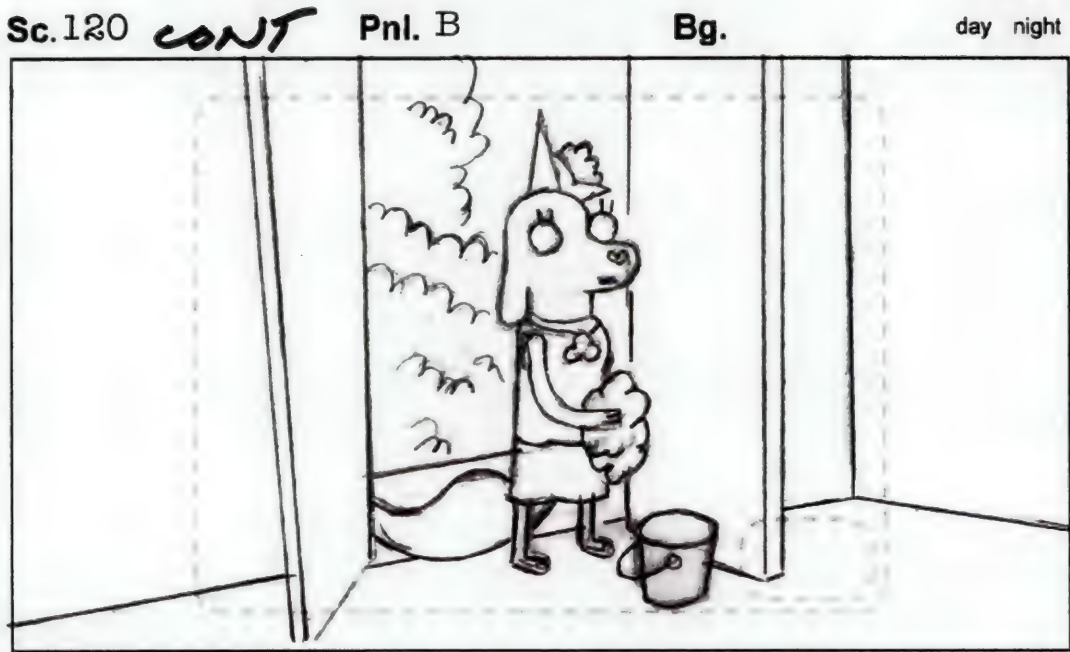
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ADVENTURE TIME



no scene 121

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Dialog:	<i>VIOLA : YES, DIRECTOR LSP.</i>
Action:	Viola hears LSP calling her.
Timing:	

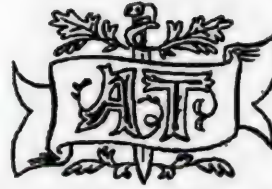
JUN 09 2011

1034-223
EPISODE #
Production :

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ADVENTURE TIME



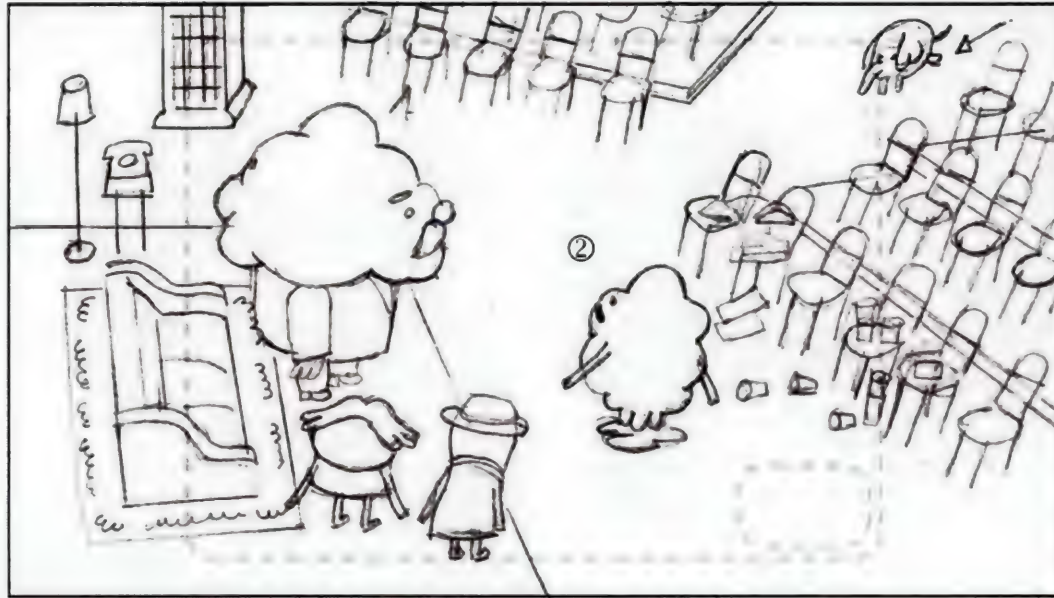
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Sc. 122

Pnl. A

Bg.

day night



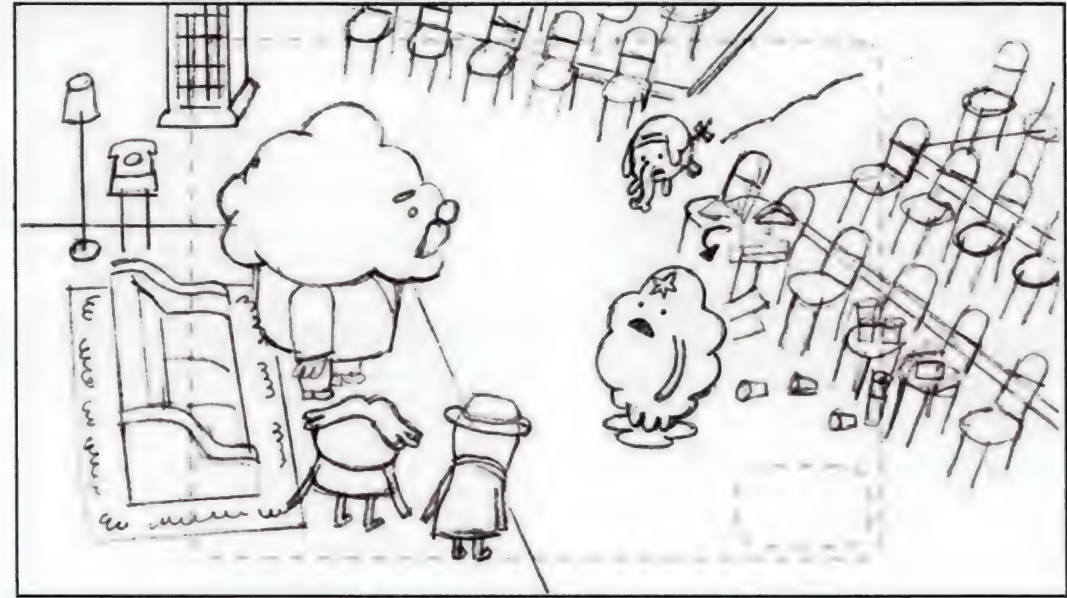
Sc. 122

cont

Pnl. B

Bg.

day night



Dialog:

LSP:

Where's our leading lady?

Action:

Enter Tree Trunks.

Cont. Tree Trunks walking in.

JUN 09 2015

Timing:



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EPISODE #

1034/223

Production :

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ADVENTURE TIME



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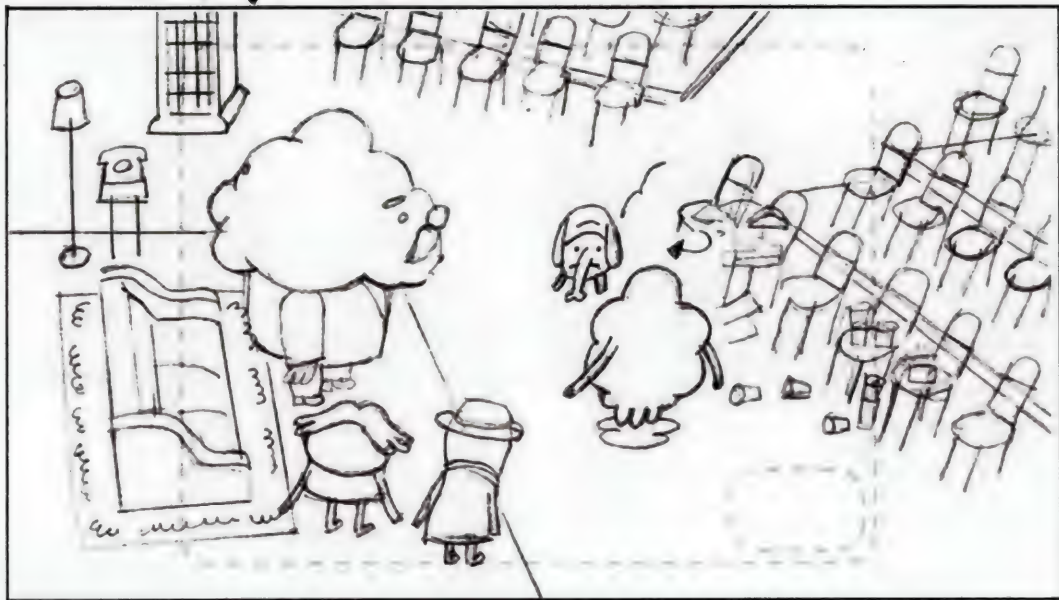
Sc. 122

cont

Pnl. C

Bg.

day night

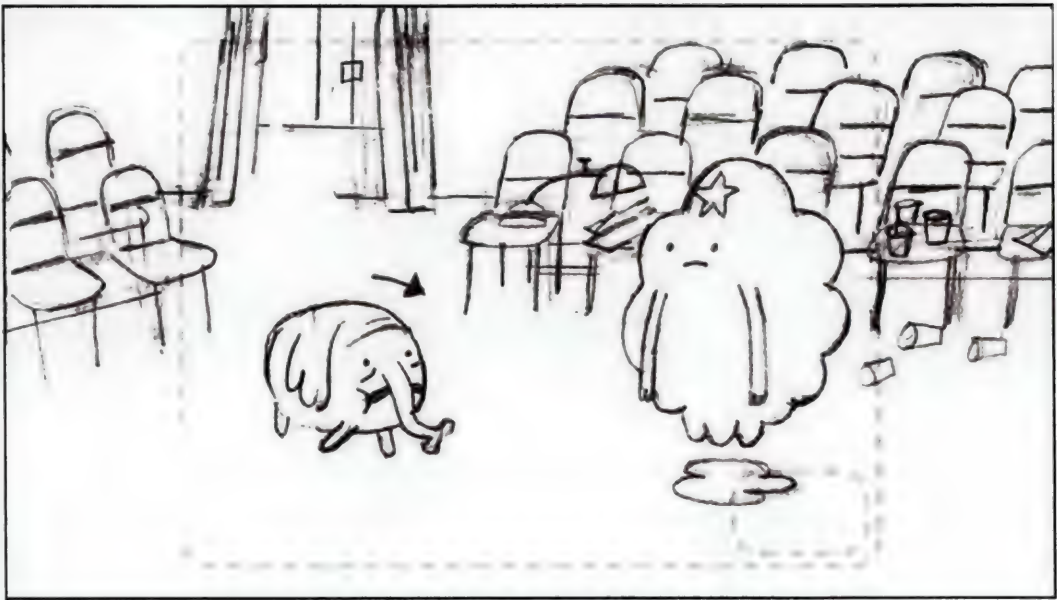


Sc. 123

Pnl. A

Bg.

day night



Dialog:

LSP: Oh, there you are!

Action:

[Start pose]

cont. Tree Trunks walking in.

cont. Tree Trunks walking in.

JUN 09 2015

Timing:

EPISODE # 1034-223

Production :

1034/223

1034/223

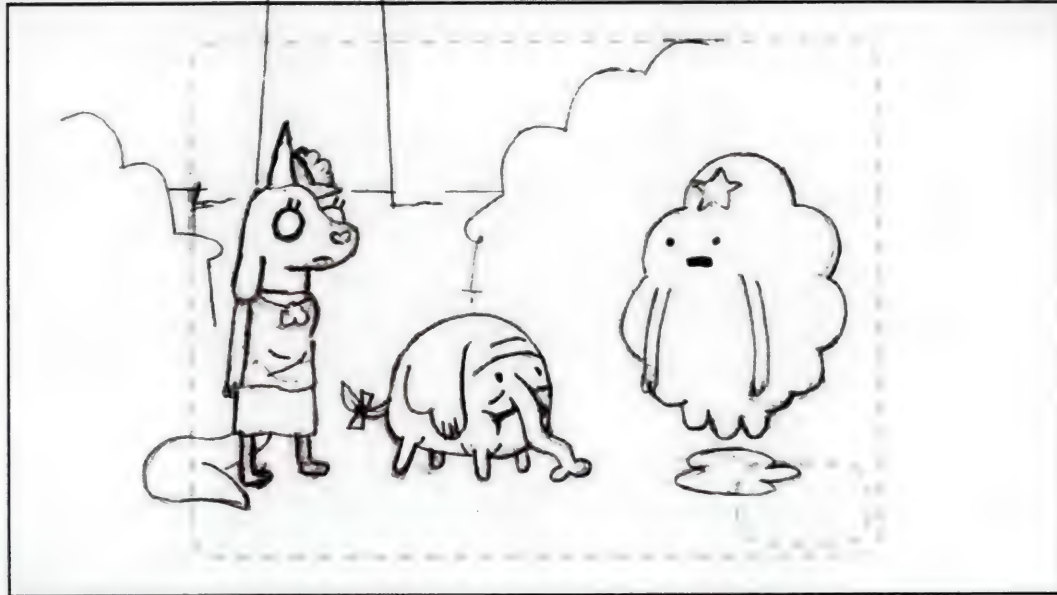
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ADVENTURE TIME



Page **243**

Sc. 123 *cont* Pnl. B Bg. day night



Sc. 123 *cont* Pnl. C Bg. day night



<p>Dialog:</p> <p><u>LSP</u>: What's the matter, you look like you're going to throw up.</p> <p><u>Tree Trunks</u>: I'm going to have to back out of the play.</p>	
<p>Action:</p> <p>Tree Trunks comes to a stop.</p>	<p>SP</p> <p><i>(Handwritten: A)</i></p>
<p>Timing:</p>	<p>JUN 09 2015</p>



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Production :

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ADVENTURE TIME



Page 244

Sc. 123 *cont* Pnl. D

Bg.

day night

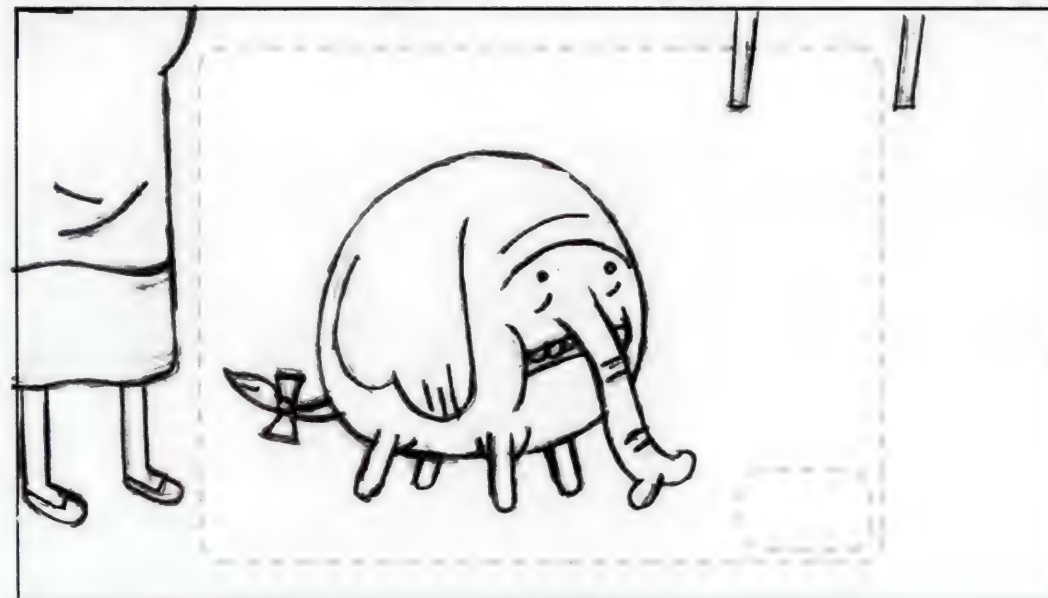


Sc. 124

Pnl. A

Bg.

day night



Dialog: LSP: What?!

TT: I told Mr. Pig about the kissing scene ...
he didn't take it well.

Action:

JUN 09 2015

Timing:

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EPISODE #

1034/223

Production :

1034/223

ADVENTURE TIME



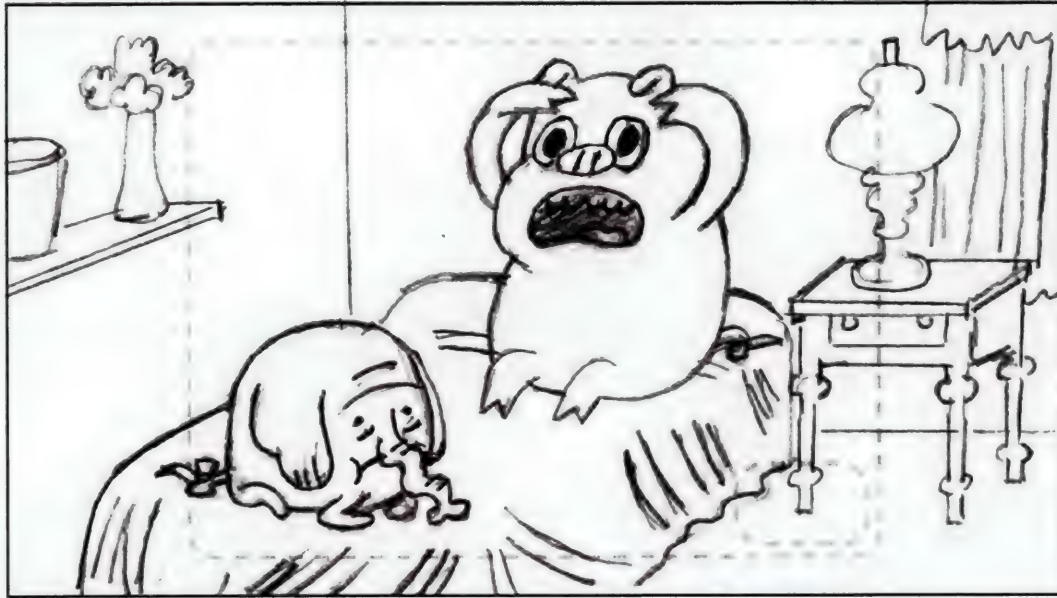
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Sc. 125

Pnl. A

Bg.

day night



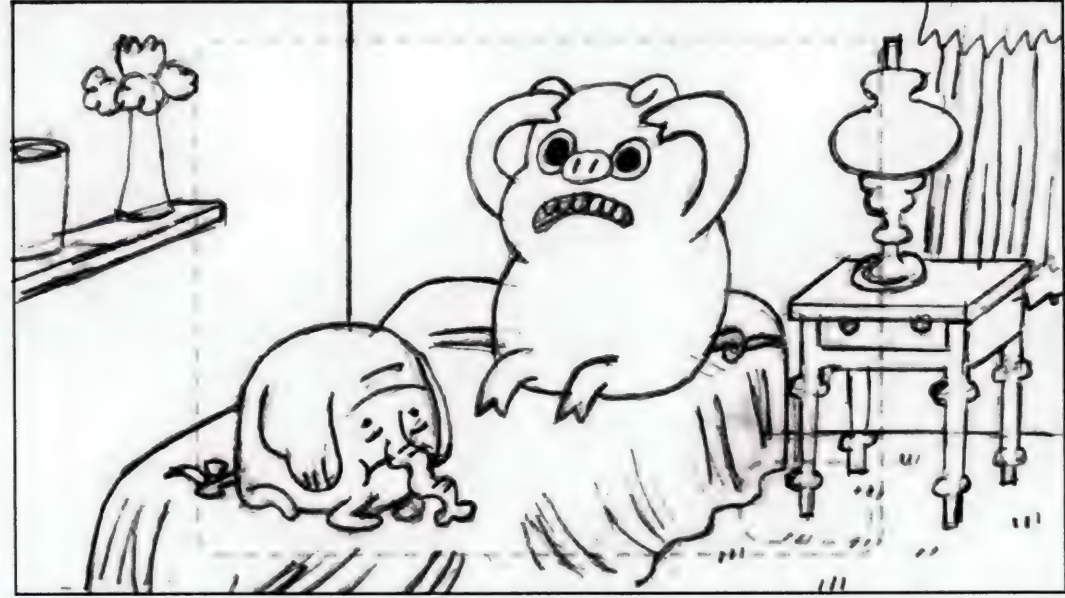
Sc. 125

cont

Pnl. B

Bg.

day night

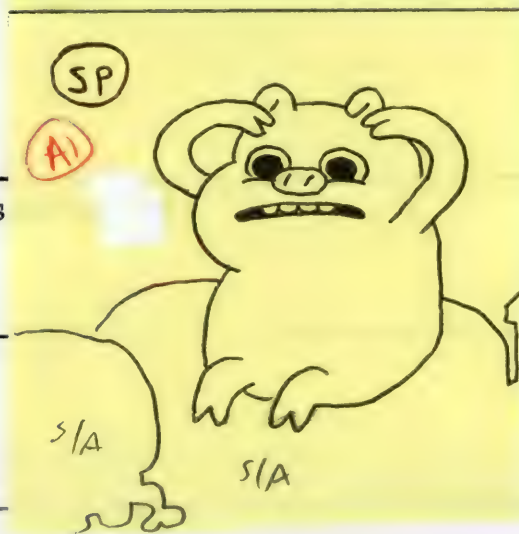


Dialog:

Mr. Pig: Kissing scene !!

Action: - Flashback scene: Tree Trunks & Mr. Pig last night, in their bedroom.

Timing:



- Mr. Pig imagines he is seeing Tree Trunks kissing Mr. Cupcake.

JUN 09 2015

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Production :

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ADVENTURE TIME



Page 246

Sc. 125 *cont* Pnl. C

Bg.

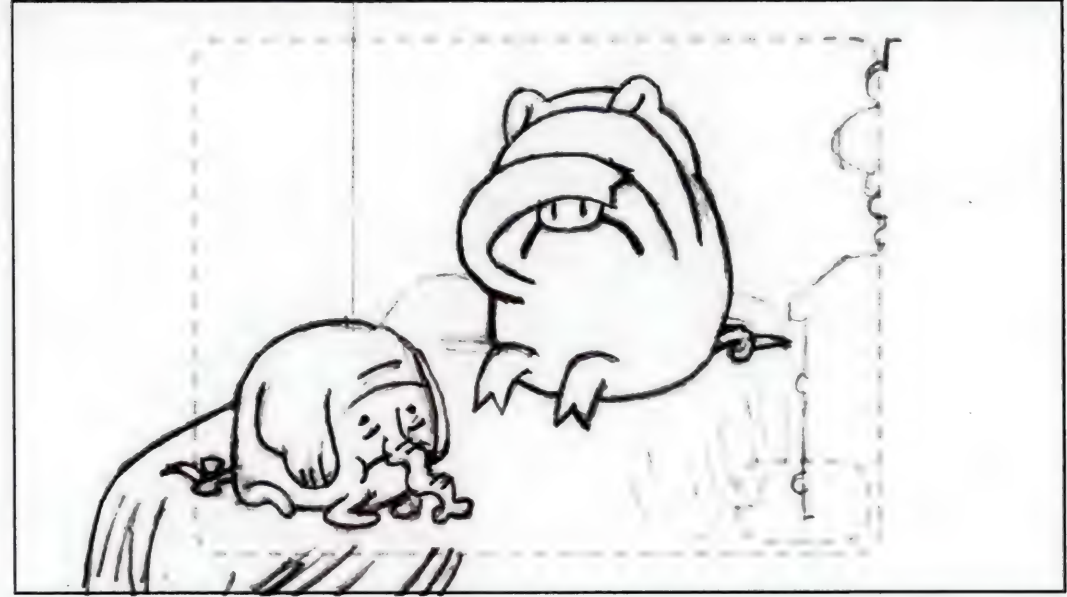
day night



Sc. 125 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

JUN 09 2015

Timing:

EPISODE #

Production :

1034-223

1034/223

1034/223

ADVENTURE TIME



Page 247

Sc. 125 *CONT* Pnl. E

Bg.

day night



Sc. 125 *CONT* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

JUN 09 2015

EPISODE #

Production :

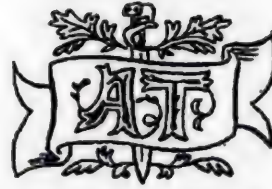
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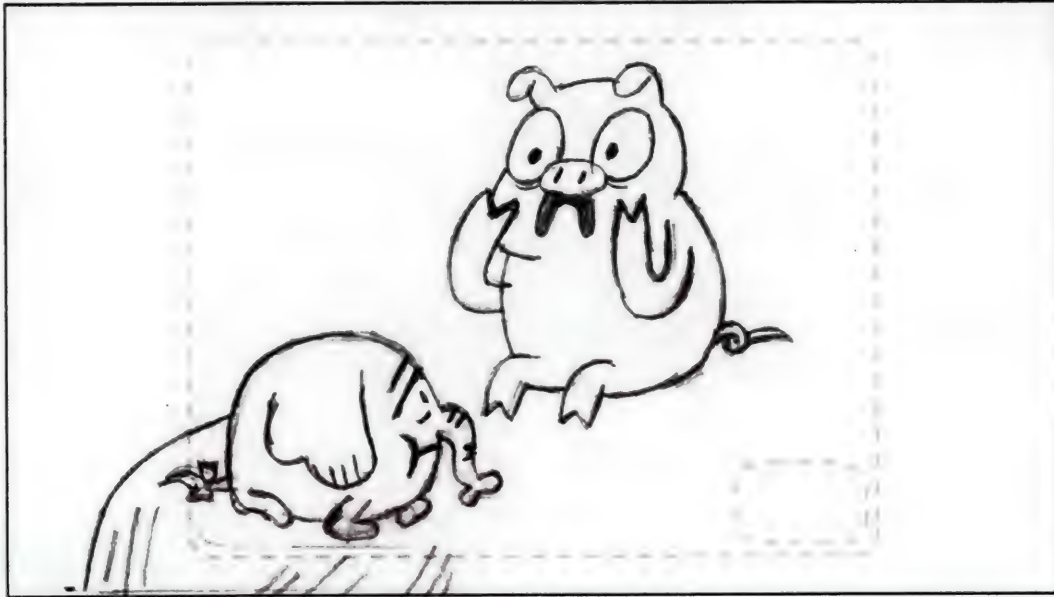
ADVENTURE TIME



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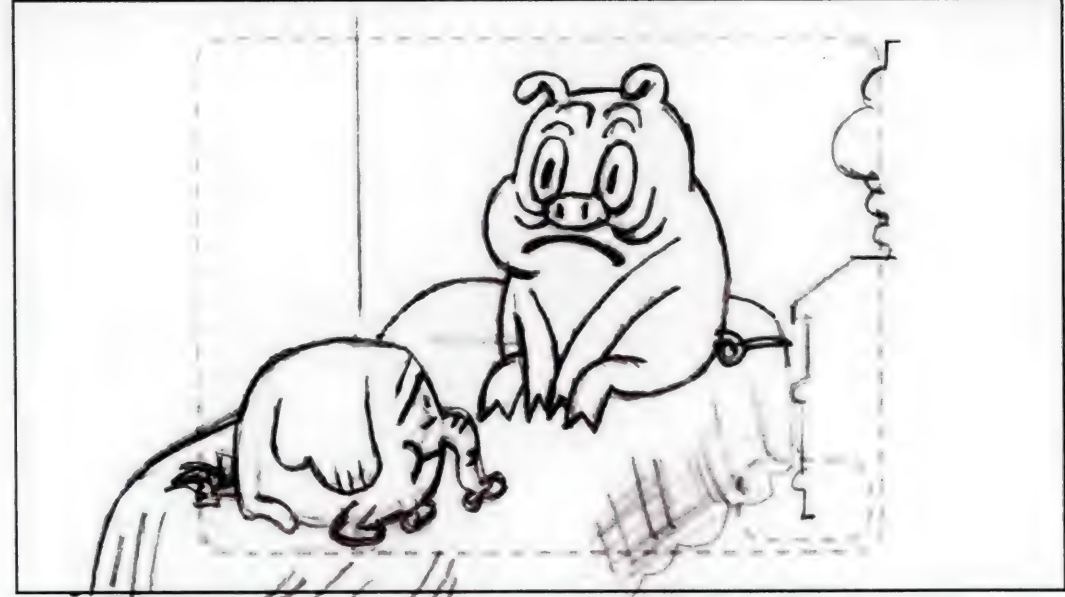
Sc. 125 *cont* Pnl. G Bg.

day night



Sc. 125 *cont* Pnl. H Bg.

day night



Dialog: Mr. Pig: Kissing scene!

Action:

Timing:

JUN 09 2015

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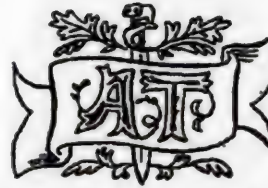
EPISODE #

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Production :

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ADVENTURE TIME



Page **249**

Sc. 125 *cont* Pnl. I Bg. day night



Sc. 125 *cont* Pnl. J Bg. day night



Dialog:
Action:
Timing:

JUN 09 2015

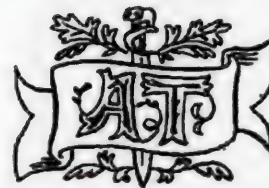
1034-223
EPISODE #
1034/223
Production :

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ADVENTURE TIME



Page 250

Sc. 125 *cont* Pnl. K

Bg.

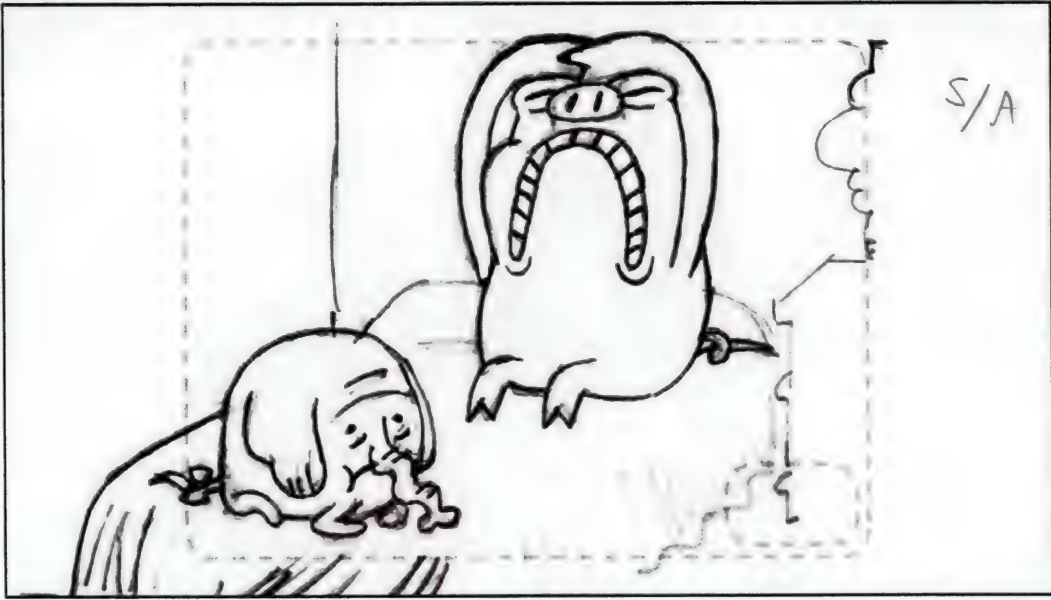
day night



Sc. 125 *cont* Pnl. L

Bg.

day night



Dialog:

Action: Inb.

JUN 09 2015

Timing:

1034-223

EPISODE #

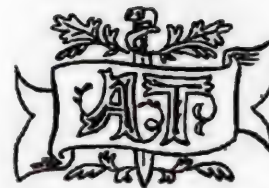
1034/223

Production :

1034/223

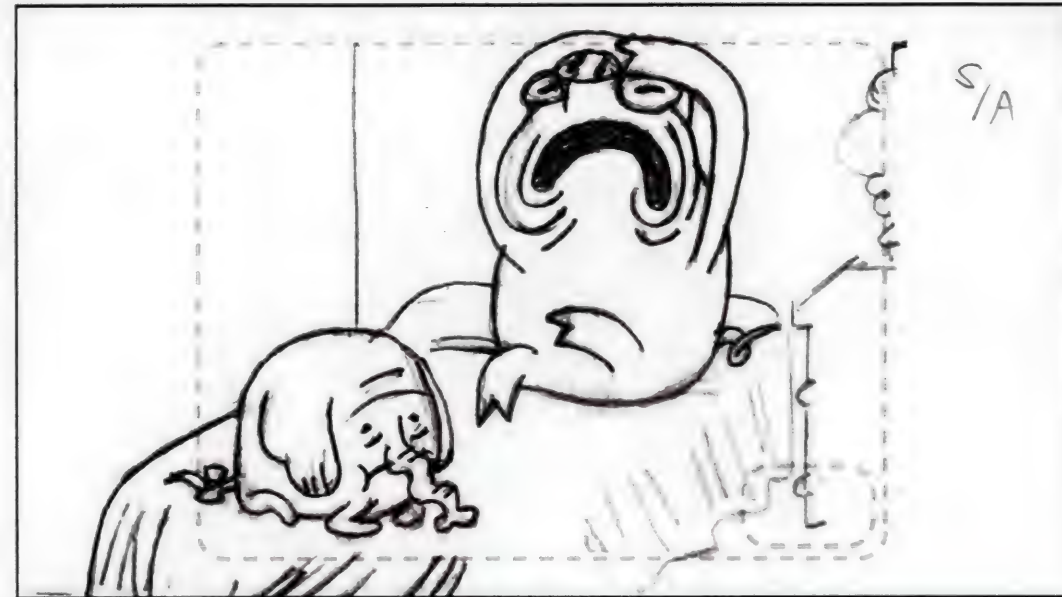
1034/223

ADVENTURE TIME

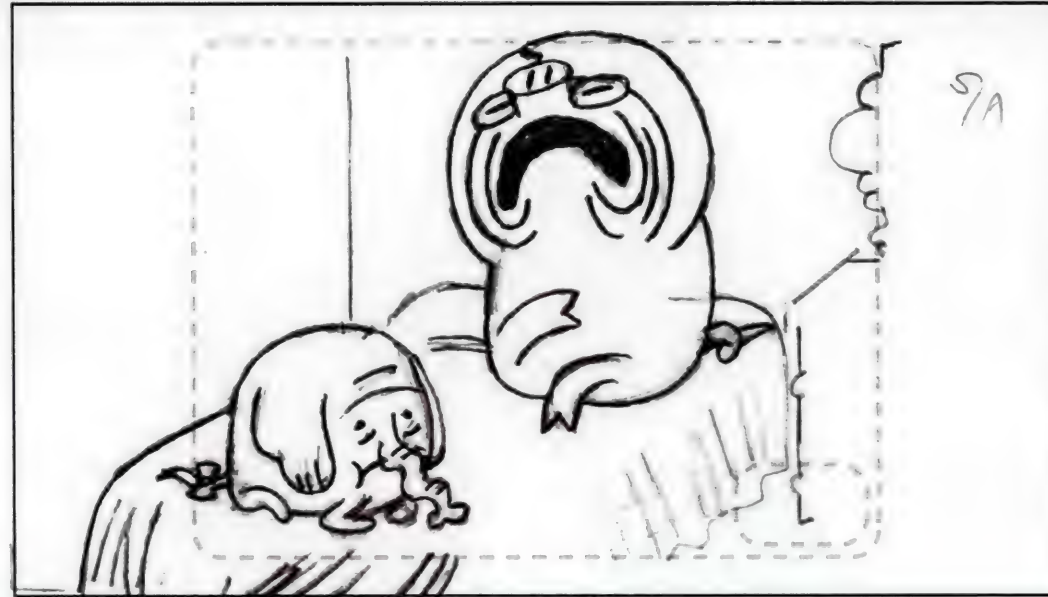


Page 251
No PG-S 252-256
day night

Sc. 125 *cont* Pnl. M Bg. day night



Sc. 125 *cont* Pnl. N Bg. day night



Dialog:	Mr. Pig: K I S S I N G	! ! !
Action:	← CYCLE →	
Timing:	JUN 09 2012	

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EPISODE #

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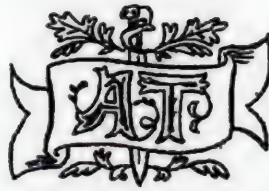
Production :

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ADVENTURE TIME



Page 257

Sc. 125 *cont* Pnl. 'O' Bg.

day night

Sc. 125 *cont* Pnl. P Bg.

day night



Dialog:

Action:

JUN 09 2015

Timing:

EPISODE #

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1034/223

Production :

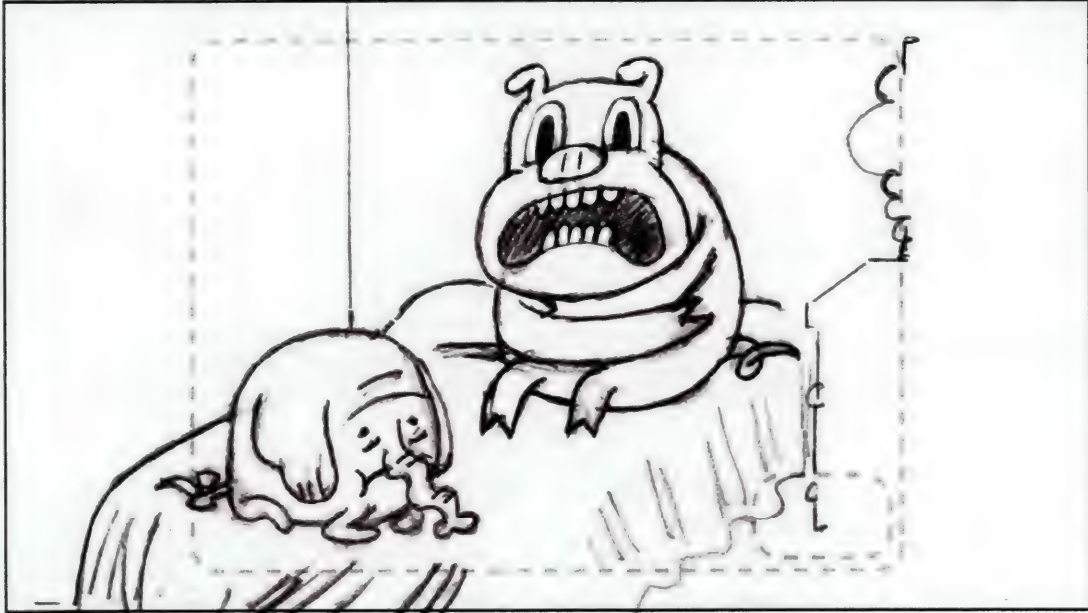
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1034/223

ADVENTURE TIME



Sc. 125 *cont* Pnl. Q Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:	<u>Mr Pig:</u> SCENE !!!	<u>TT:</u> I'm
Action:	Cut back to: Present time.	
Timing:	JUN 09 2015	

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EPISODE #

1034/223

Production :

ADVENTURE TIME

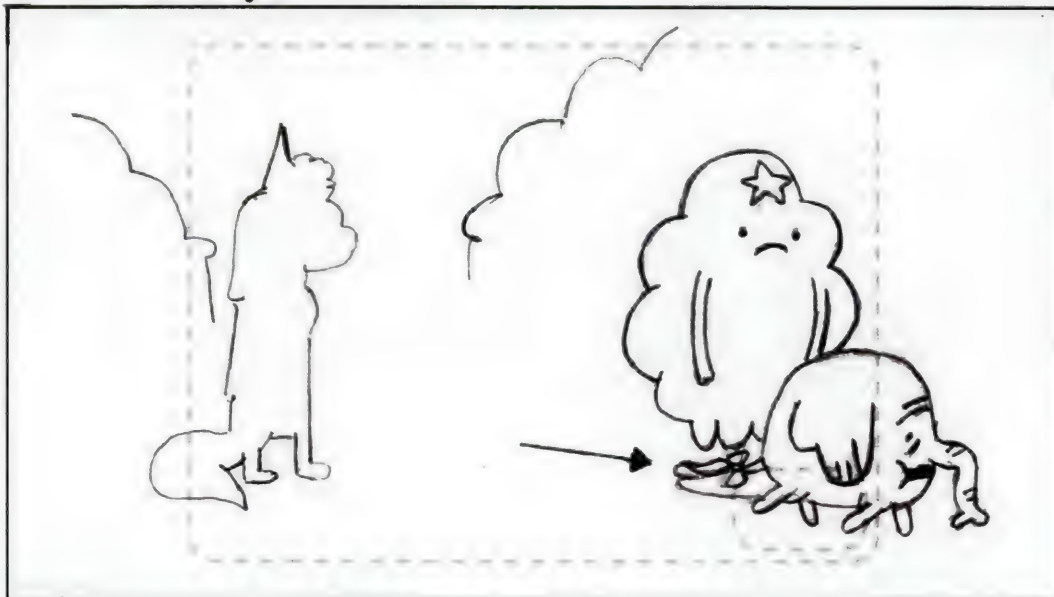


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Sc. 126 *cont* Pnl. B

Bg.

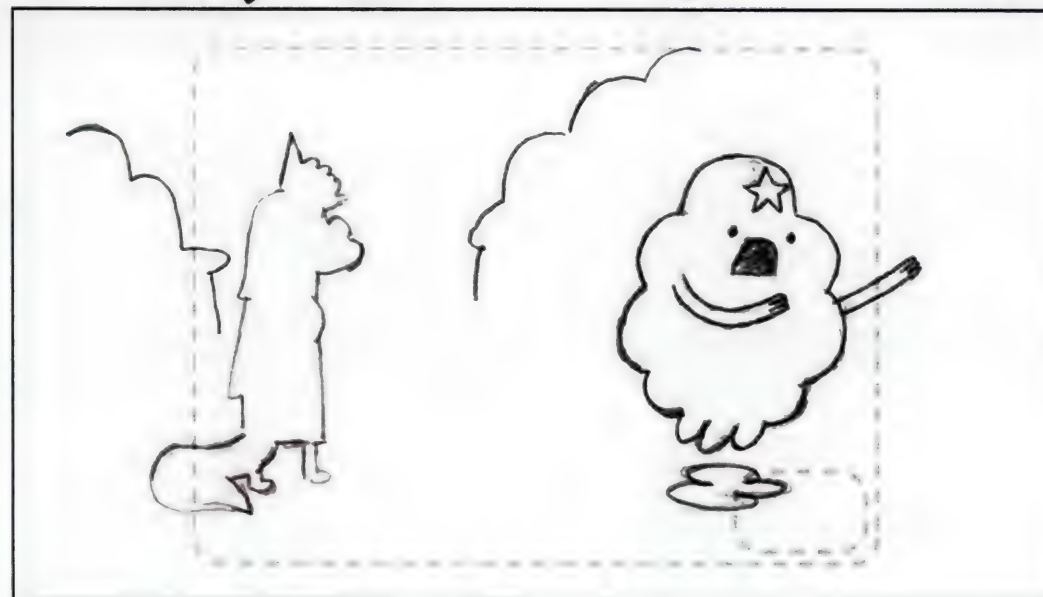
day night



Sc. 126 *cont* Pnl. C

Bg.

day night



Dialog: TT: dreadfully sorry.

LSP: You can't do ths to me!

Action: Exit Tree Trunks, sadly.

LSP shouts after Tree Trunks.

JUN 09 2015

Timing:

EPISODE #

Production :

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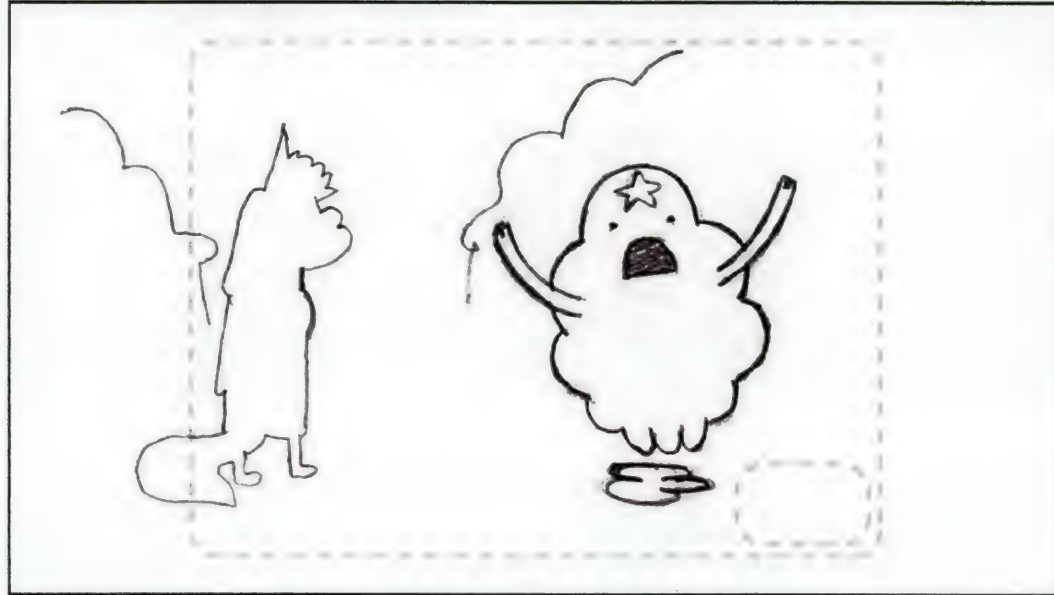
1034/223

ADVENTURE TIME



Page 260

Sc. 126 *CONT* Pnl. D Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:

LSP: Who else knows all the lines?!

LSP: WHO ELSE COULD POSSIBLY TAKE
YOUR PLACE AT THE 11TH HOUR
AND BE A BIG HERO.

Action:

LSP shouts to everyone.

JUN 09 2015

Timing:

EPISODE #

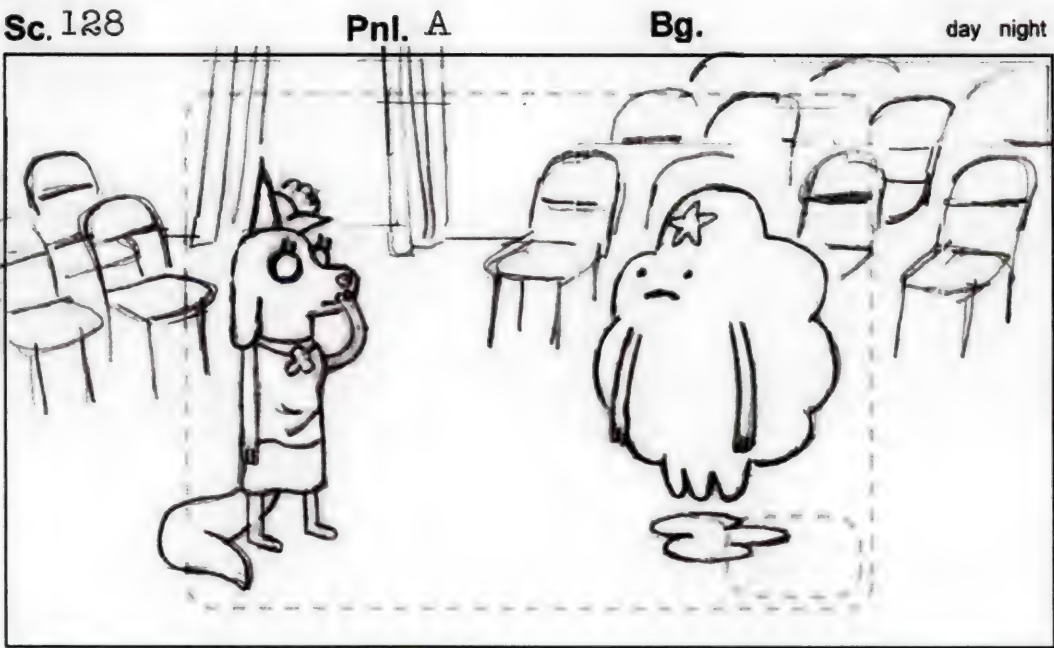
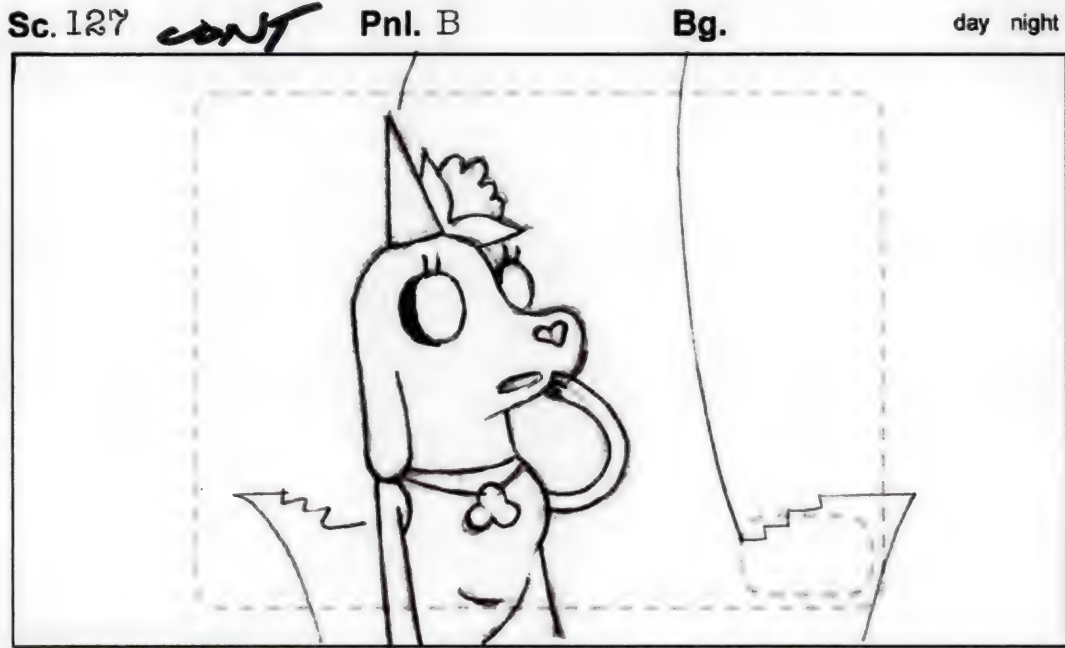
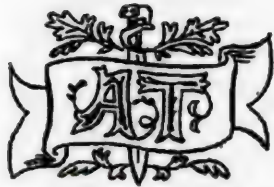
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Production :

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ADVENTURE TIME



Dialog:	<u>Viola</u> : [Gasp!]	
Action:	Viola reacts back, seeing an opportunity.	[Start pose]
Timing:	JUN 09 2015	

Production :

EPISODE #

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ADVENTURE TIME

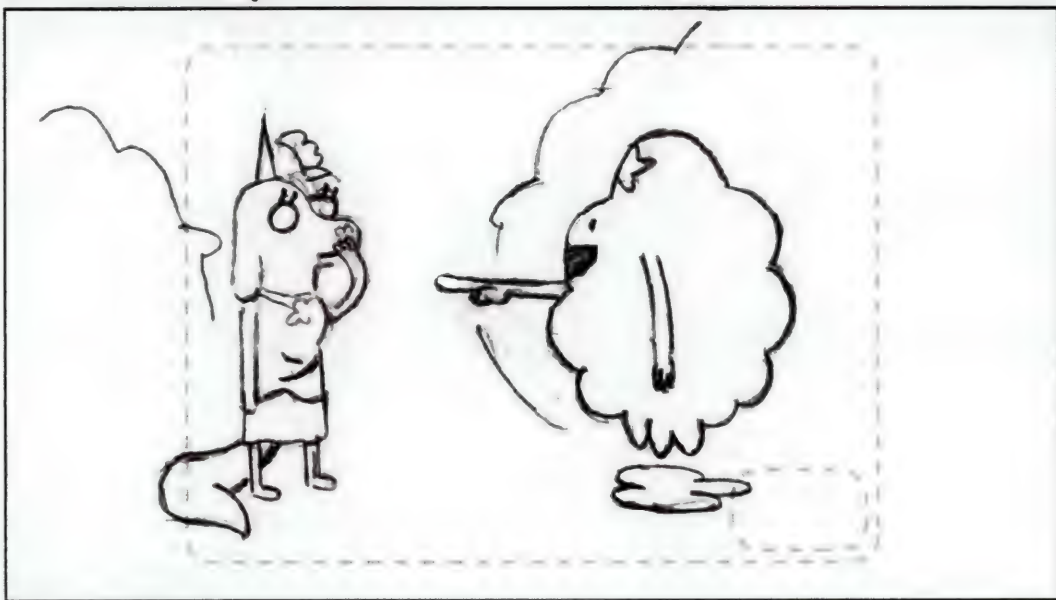


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Sc. 128 *cont* Pnl. B

Bg.

day night



Sc. 128 *cont* Pnl. C

Bg.

day night



Dialog: LSP: Viola!

LSP: Your excited gasp just gave me an idea!

Action:

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



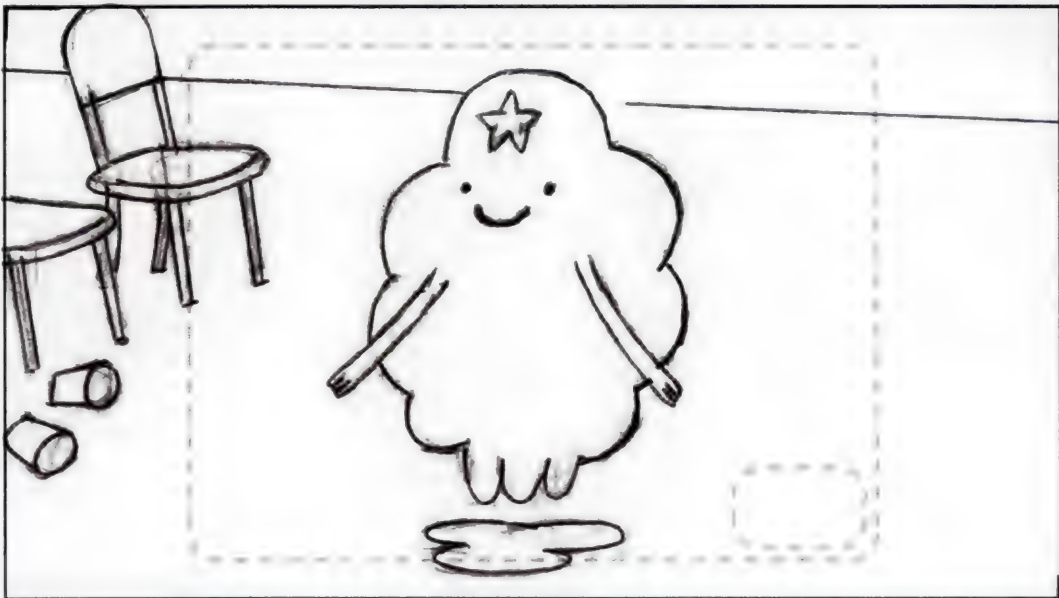
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Sc. 129

Pnl. A

Bg.

day night



Sc. 129

can't

Pnl. B

Bg.

day night



Dialog:

LSP: I'll play the part!

Action:

[Start pose]

(Like a 'volunteering' pose.)

JUN 09 2015

Timing:

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ADVENTURE TIME



No scene 131-132

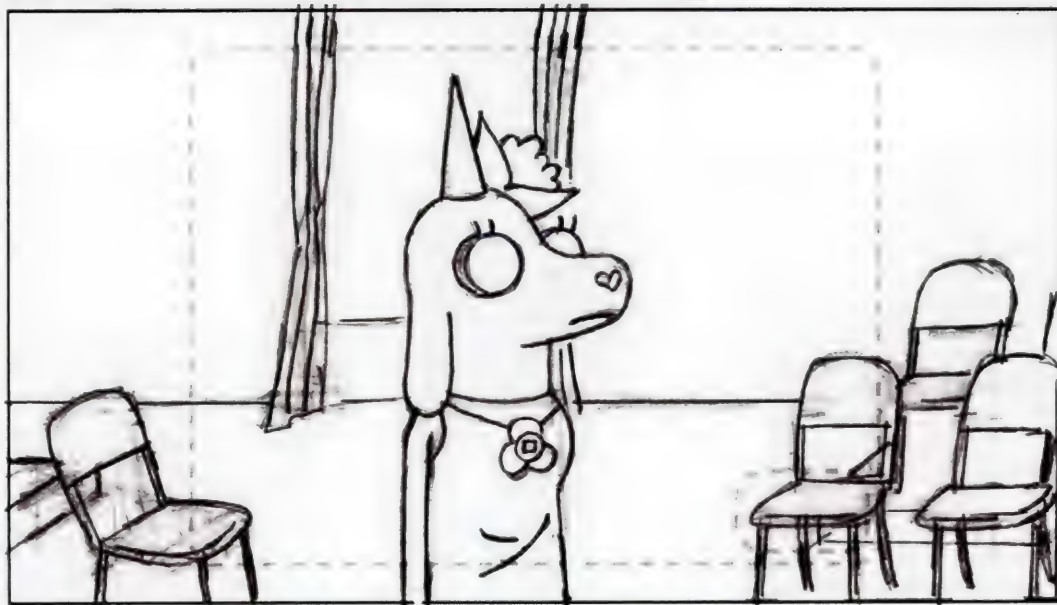
Page 264
No pgs 263-271
day night

Sc. 130

Pnl. A

Bg.

day night



Sc. 130

cont

Pnl. B

Bg.



1034-223

EPISODE #

1034/223

Production :

Dialog:

Action:

- Viola reacts sadly ... seeing a missed opportunity.

JUN 09 2015

Timing:

ADVENTURE TIME



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Sc. 133

Pnl. A

Bg.

day night



Dialog:

Action: On candy people queuing for the play -- a few are entering the playhouse.

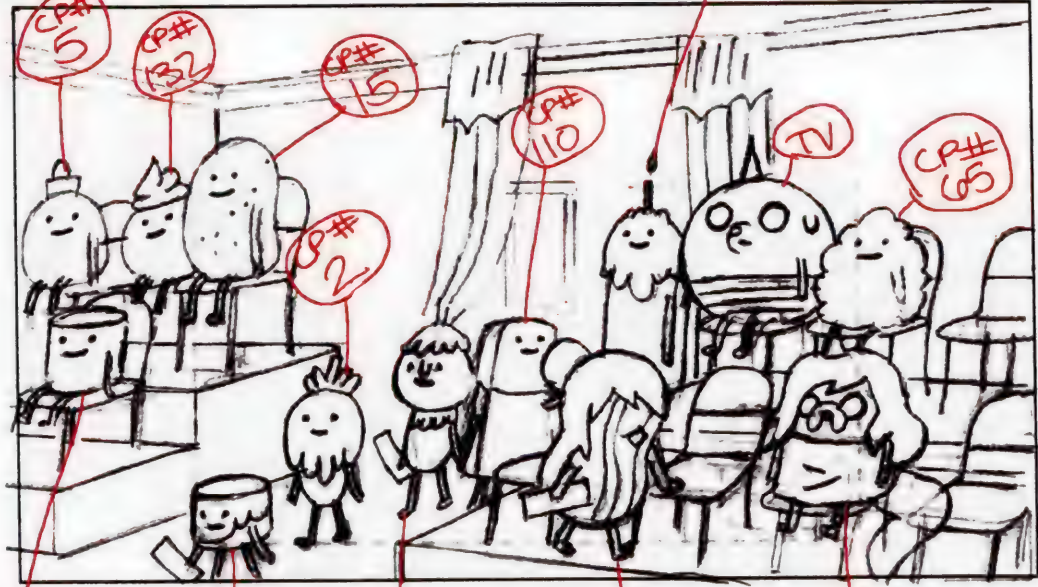
Timing:

Sc. 134

Pnl. A

Bg.

day night



SFX: Some audience sounds.

On candy people audience -- some are already seated, others are entering (leisurely speed).

JUN 09 2015

EPISODE #

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Production :

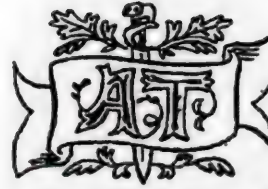
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ADVENTURE TIME



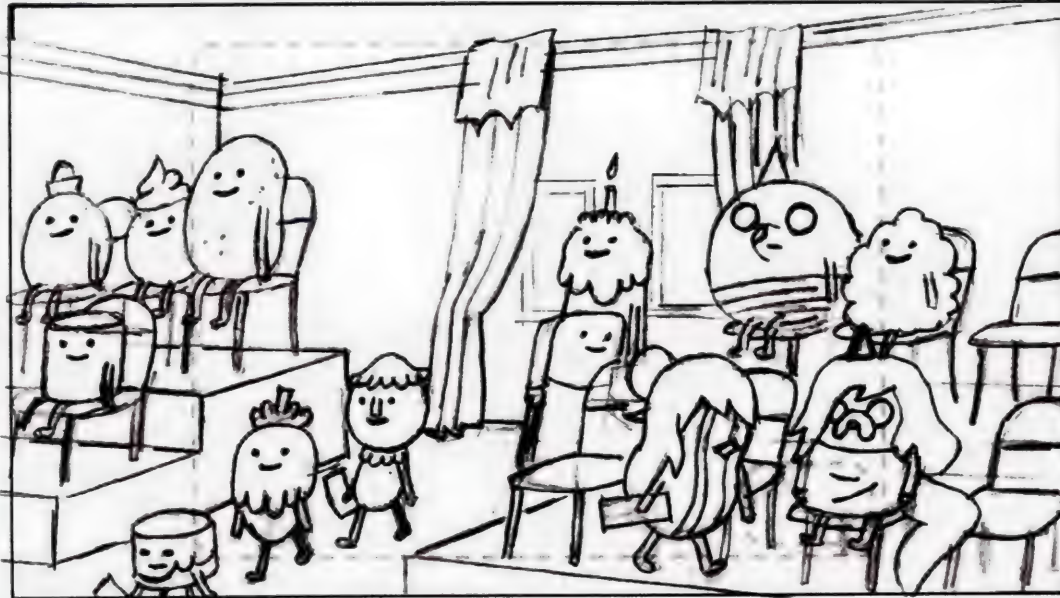
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Sc. 134 *cont*

Pnl. B

Bg.

day night

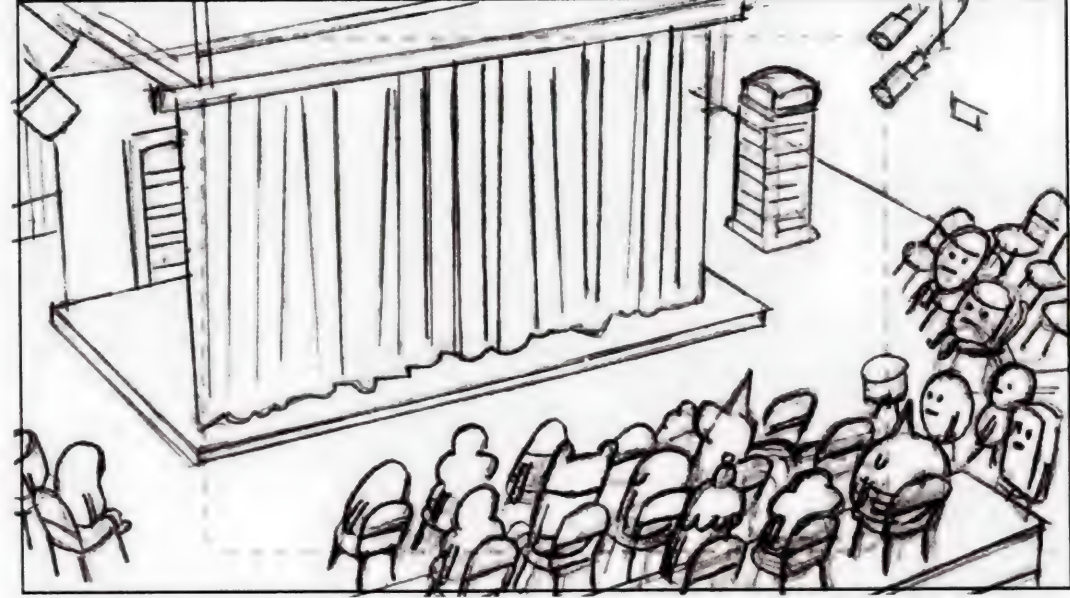


Sc. 135

Pnl. A

Bg.

day night



Dialog:

SFX: Some audience sounds.

SFX: Some audience sounds.

Action:

(Some misc. movement, of audience members getting settled.)

JUN 09 2015

Timing:

EPISODE #

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Production :

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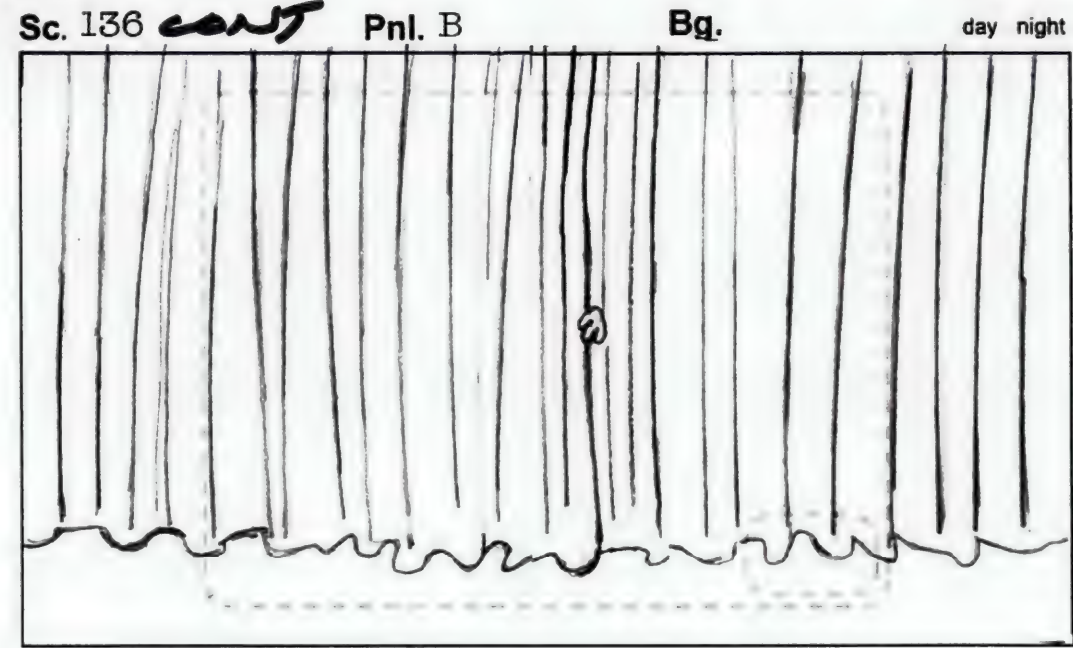
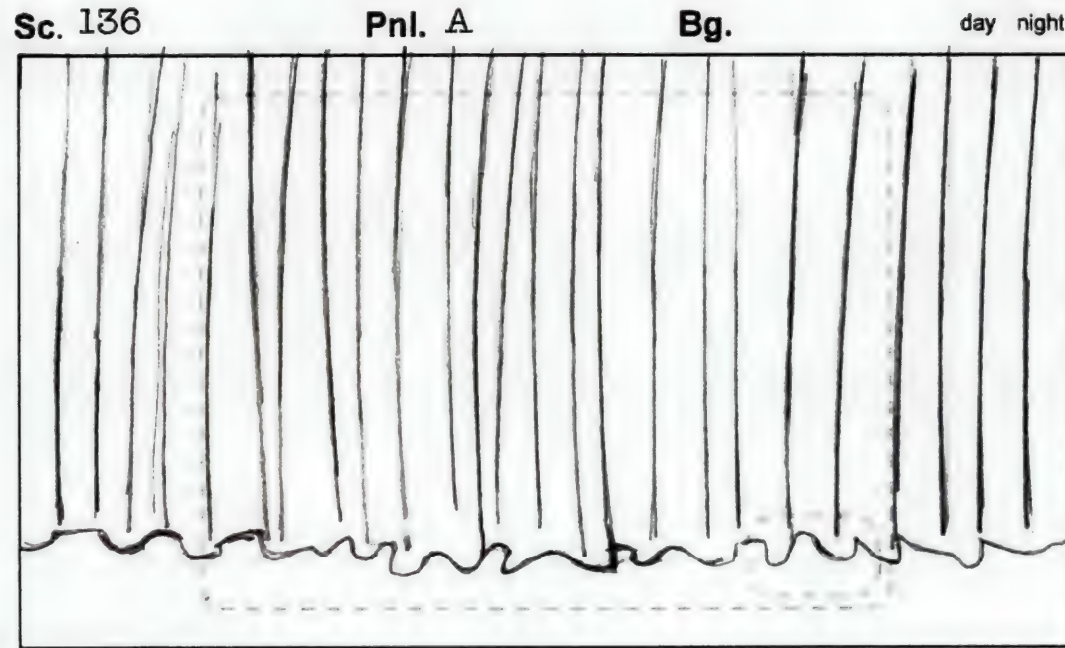
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1034/223

ADVENTURE TIME



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<p>Dialog:</p> <p><u>SFX</u>: Some audience sounds.</p>		<p><u>SFX</u>: Some audience sounds.</p>	
<p>Action: On the stage curtain, as seen from the audience.</p>		<p>(Viola's hand appears.)</p>	
<p>Timing:</p>			

JUN 09 2015

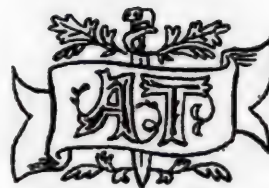
EPISODE # 1034-223

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Production :

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ADVENTURE TIME

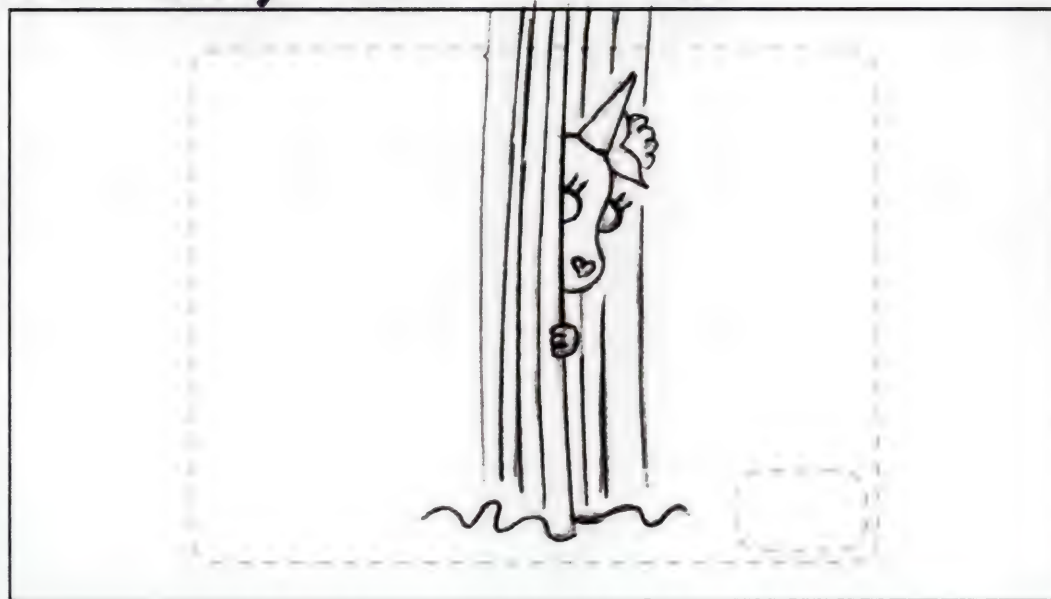


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Sc. 136 *cont* Pnl. C

Bg.

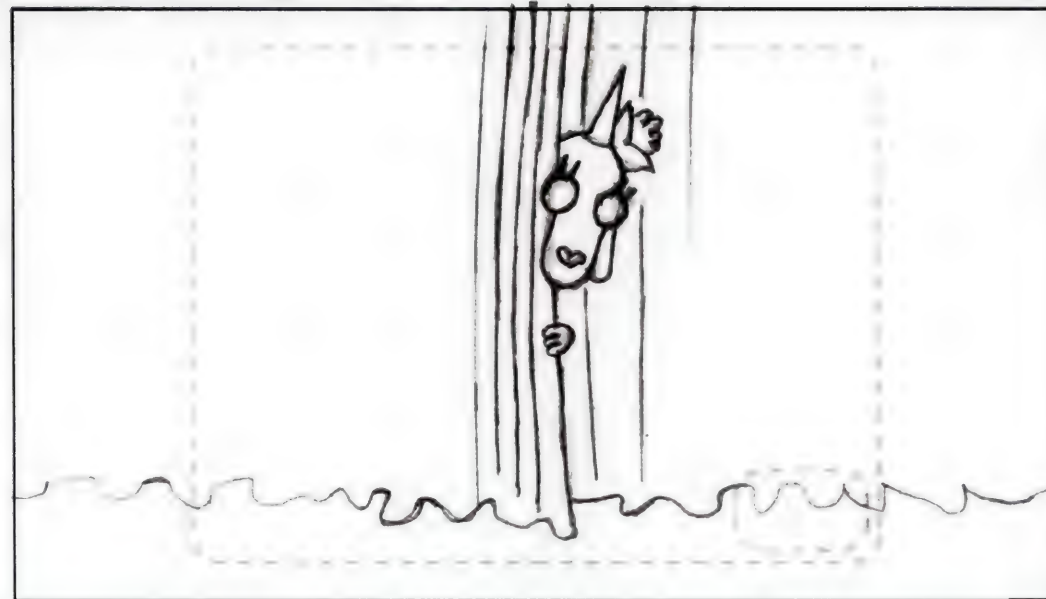
day night



Sc. 136 *cont* Pnl. D

Bg.

day night



Dialog:

SFX: Some audience sounds.

SFX: Some audience sounds.

Action:

Viola peeks out from behind the curtain.

JUN 09 2015

Timing:

EPISODE #

Production :

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ADVENTURE TIME



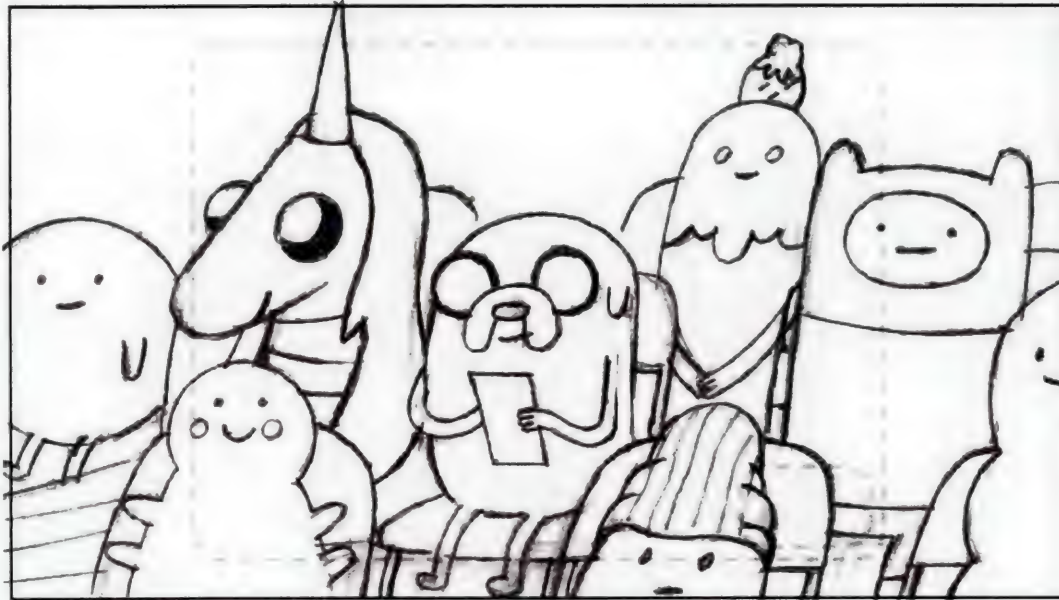
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Sc. 137

Pnl. A

Bg.

day night



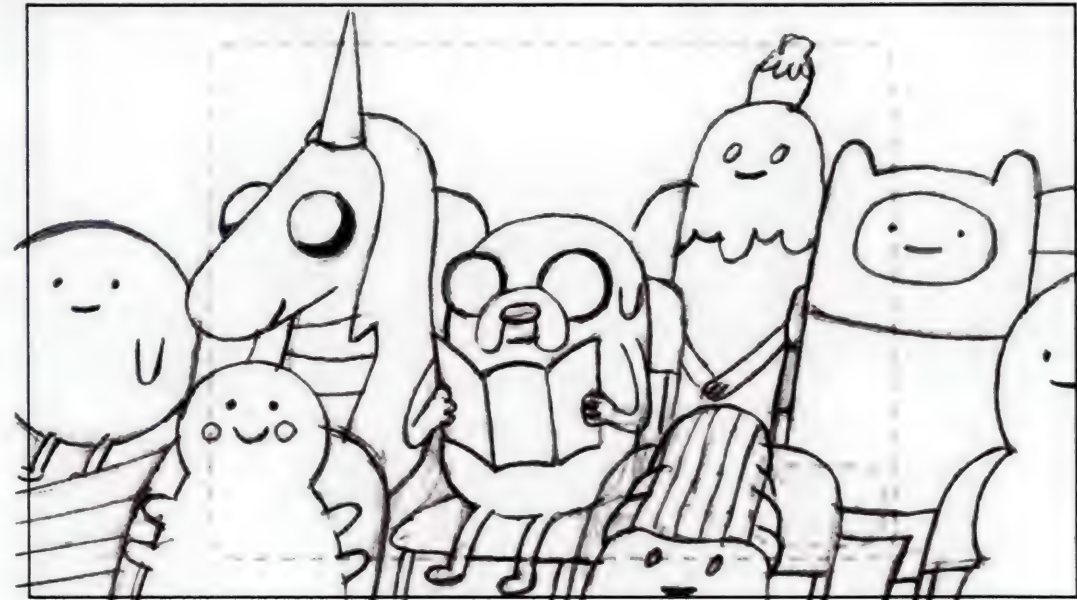
Sc. 137

cont

Pnl. B

Bg.

day night



Dialog:

SFX: Some audience sounds.

SFX: Some audience sounds.

Action:

On Jake, in the audience.

Jake opens his program.

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Timing:

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Production :

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ADVENTURE TIME



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Sc. 138

Pnl. A

Bg.

day night



Sc. 138

CONT

Pnl. B

Bg.

day night



Dialog:

SFX: Some audience sounds (muffled by the curtain) throughout this scene ...

Action:

Viola is peeking out throught the curtain.
LSP is doing limbering-up exercises.

JUN 09 2015

Timing:

EPISODE #

1034-223

Production :

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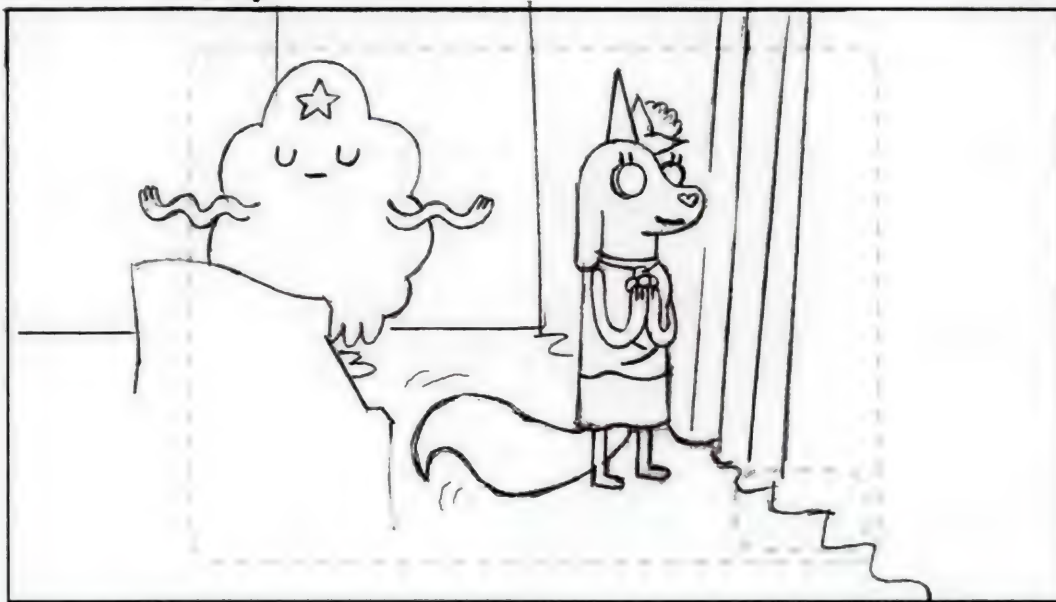
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ADVENTURE TIME

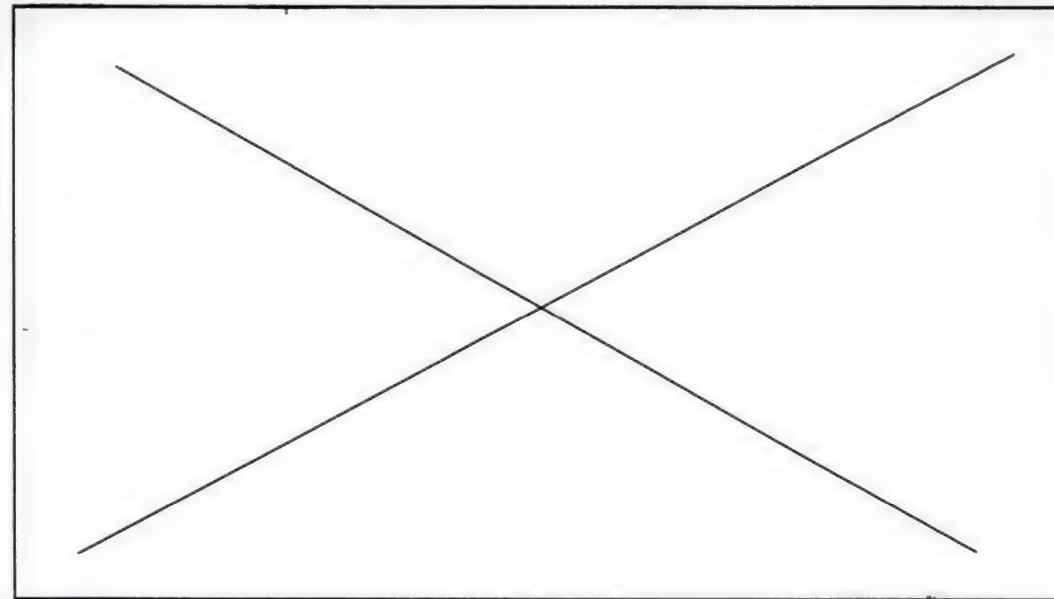


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Sc. 138 *cont* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action: _Viola settles back. She is happy that her family is in the audience.	JUN 09 2015
Timing:	

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Production :

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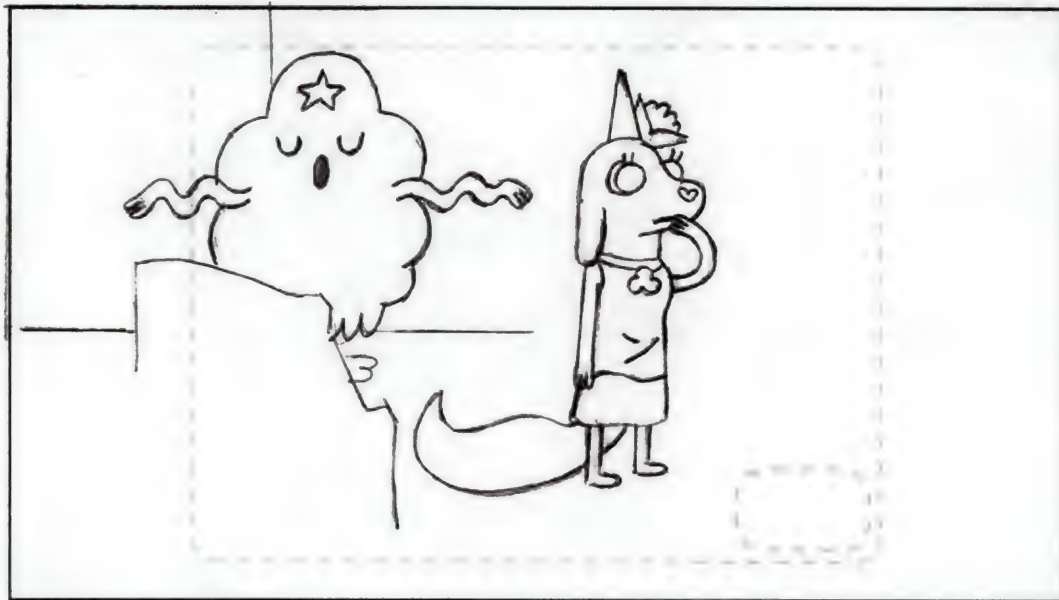


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Sc. 138 *cont* Pnl. D

Bg.

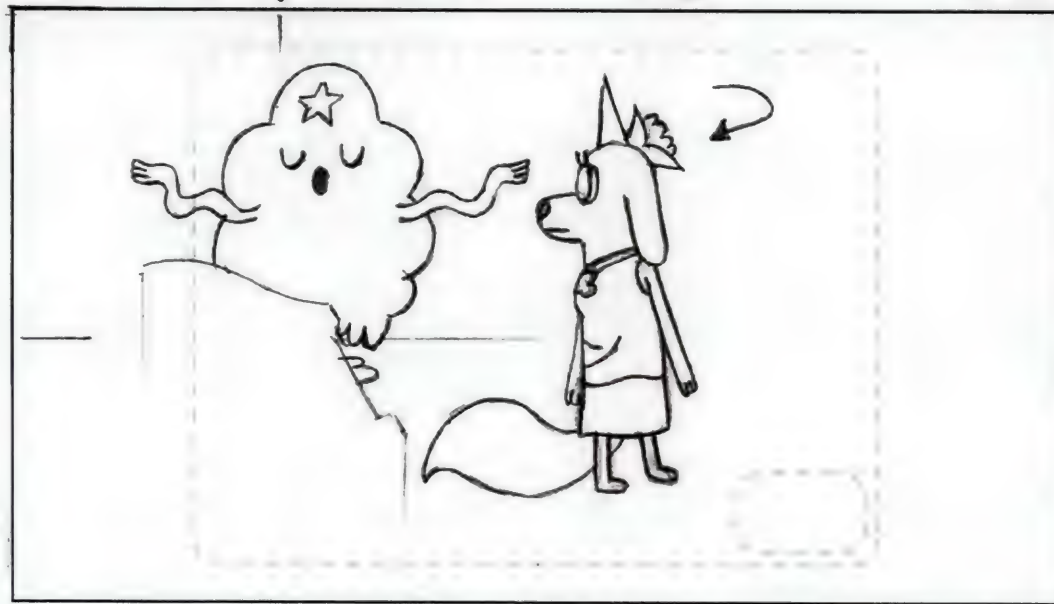
day night



Sc. 138 *cont* Pnl. E

Bg.

day night



Dialog:

LSP: SHE SELLS SEASHHELLS BY THE SEASHORE ...

Action:

Viola thinking. LSP limbering up.

Viola looks at LSP.

JUN 09 2015

Timing:

EPISODE #

1034-223

Production :

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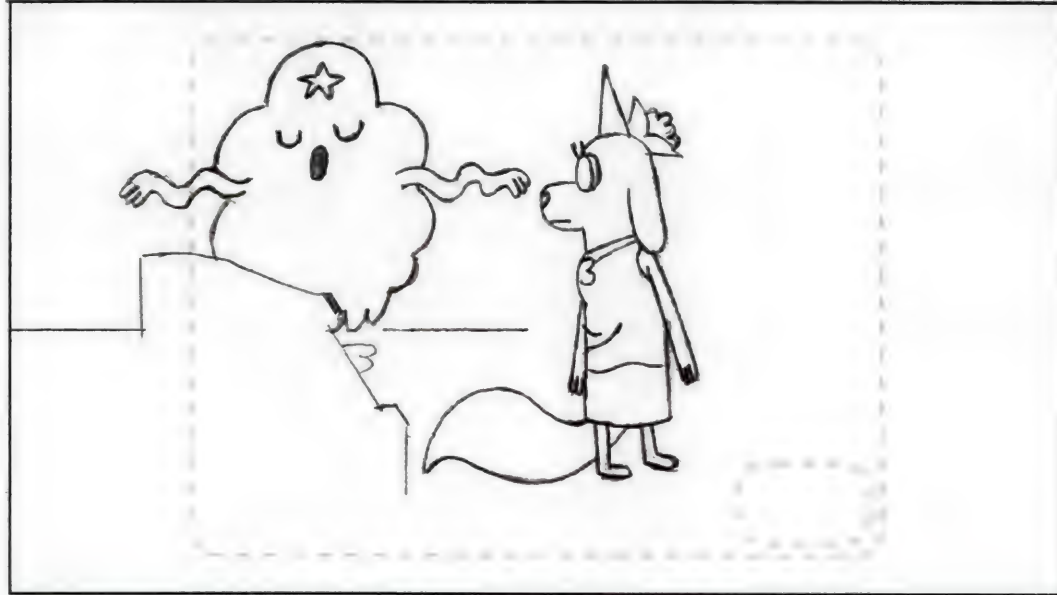
1034/223

ADVENTURE TIME



Page 280

Sc. 138 *cont* Pnl. F Bg. day night



Sc. 139 Pnl. A Bg. day night



Dialog:

LSP: SHE SELLS SEA SHELLS BY THE SEASHORE . . .

Action:

Close on Viola, thinking.

JUN 09 2015

Timing:

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Production :

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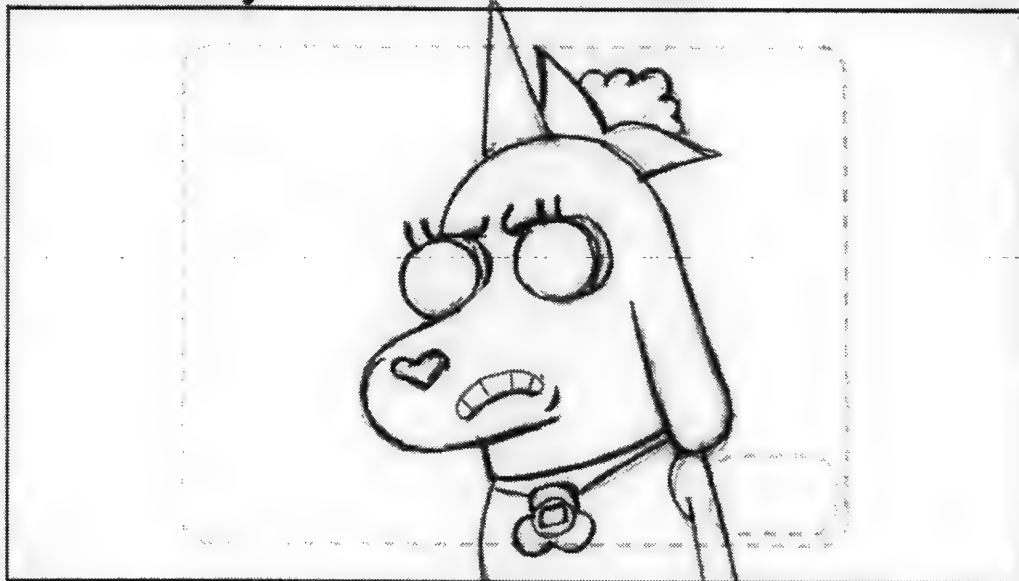
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Sc. 139 *cont*

Pnl. B

Bg.

day night

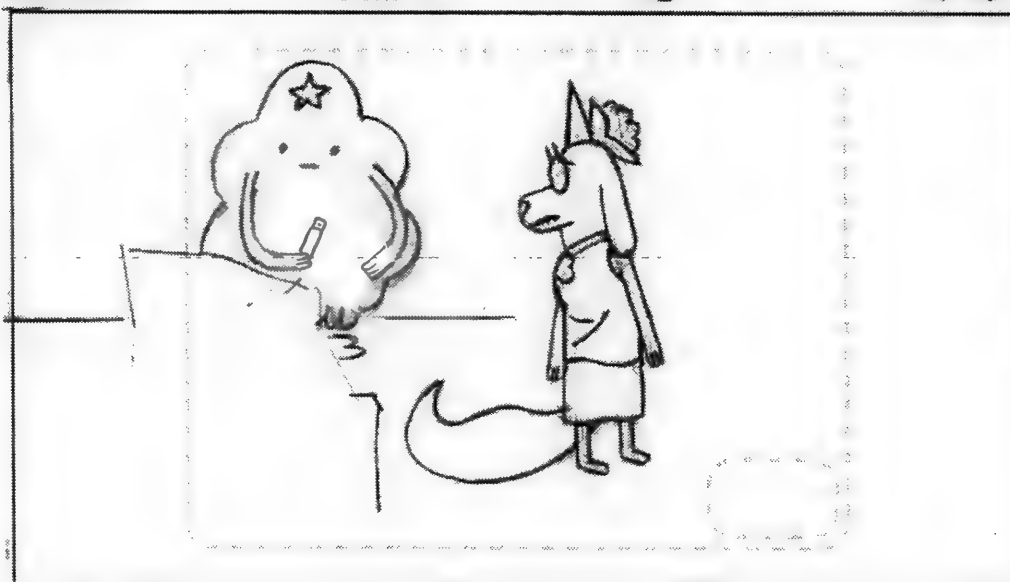


Sc. 140

Pnl. A

Bg.

day night



Dialog:

LSP: [THROAT CLEAR]

Action:

Viola becomes: DESPERATE

Timing:

(AI) LSP grabs an atomizer from her hip pocket.



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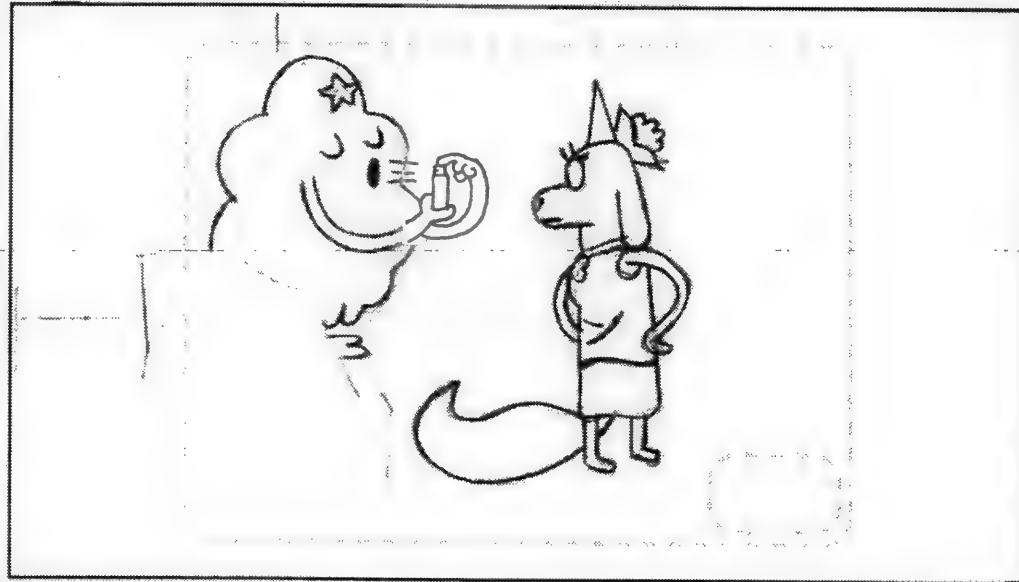
Sc. 140

cont

Pnl. B

Bg.

day night



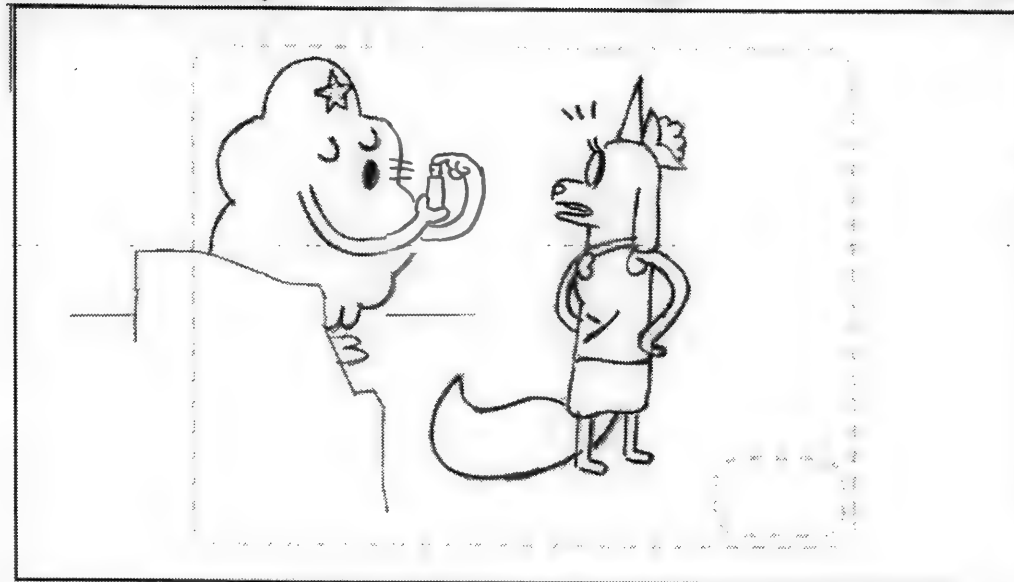
Sc. 140

cont

Pnl. C

Bg.

day night



Dialog:

SFX: Spff! [Atomizer]

LSP: AAAH!

Action:

LSP sprays her throat with the atomizer.

Timing:

SFX: Spff!

VIOLA: (QUICK) I'M SORRY!



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Sc. 140 *cont*

Pnl. D

Bg.

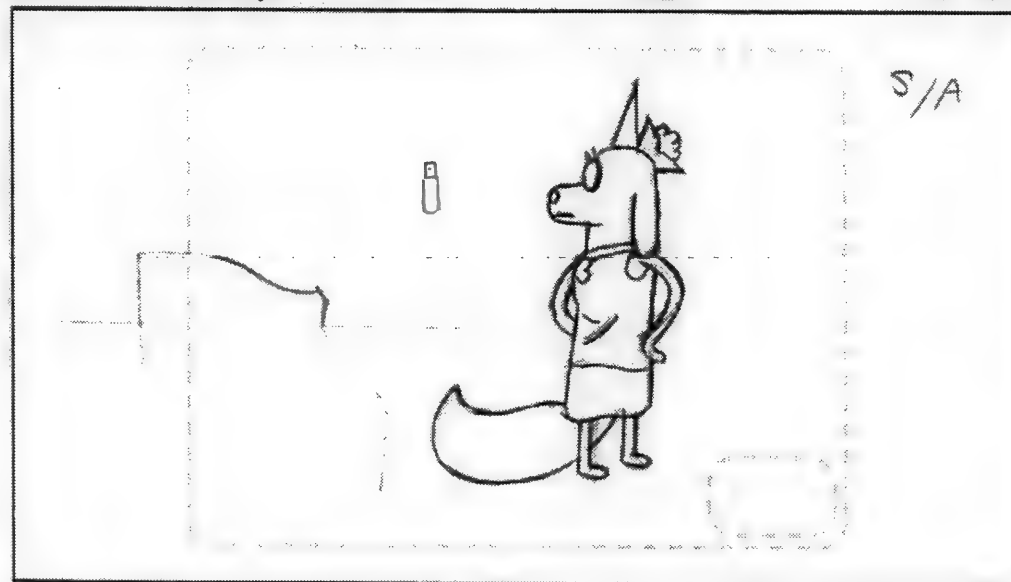
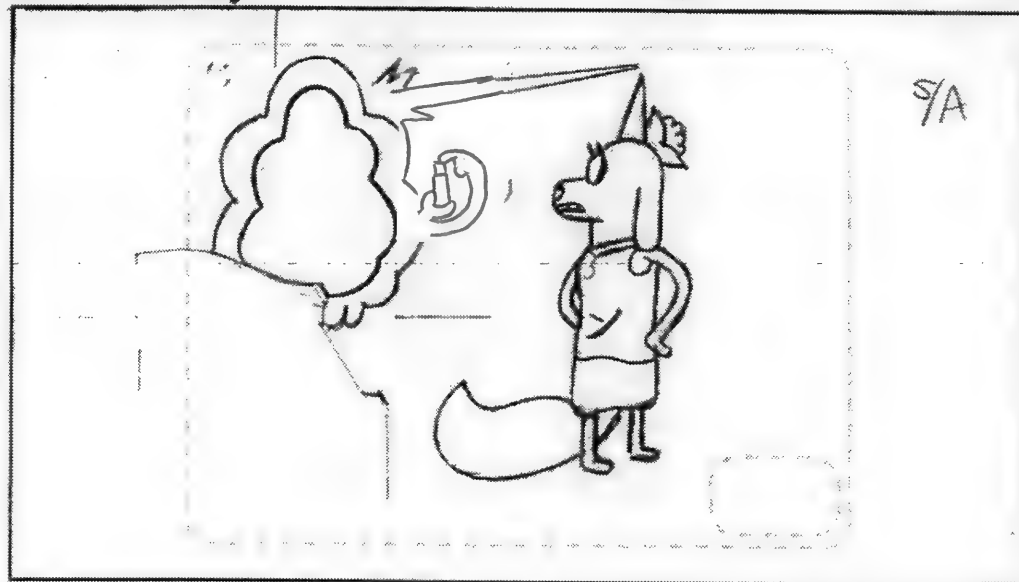
day night

Sc. 140 *cont*

Pnl. E

Bg.

day night



Dialog:

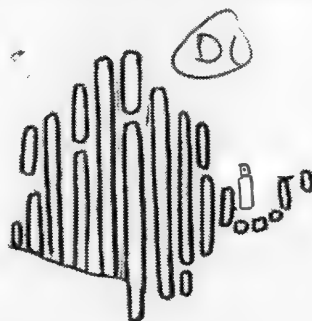
SFX: * VMM! *

Action:

Viola zaps LSP to make her go far away.

LSP disappears, leaving the atomizer hovering for a second or so.

Timing:



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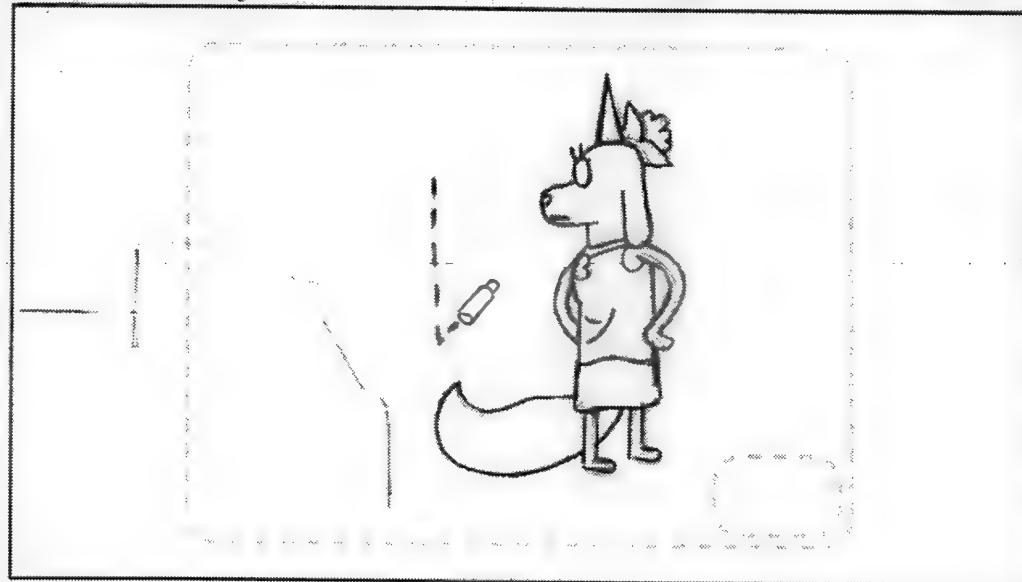
Page 284

Sc. 140 *cont*

Pnl. F

Bg.

day night

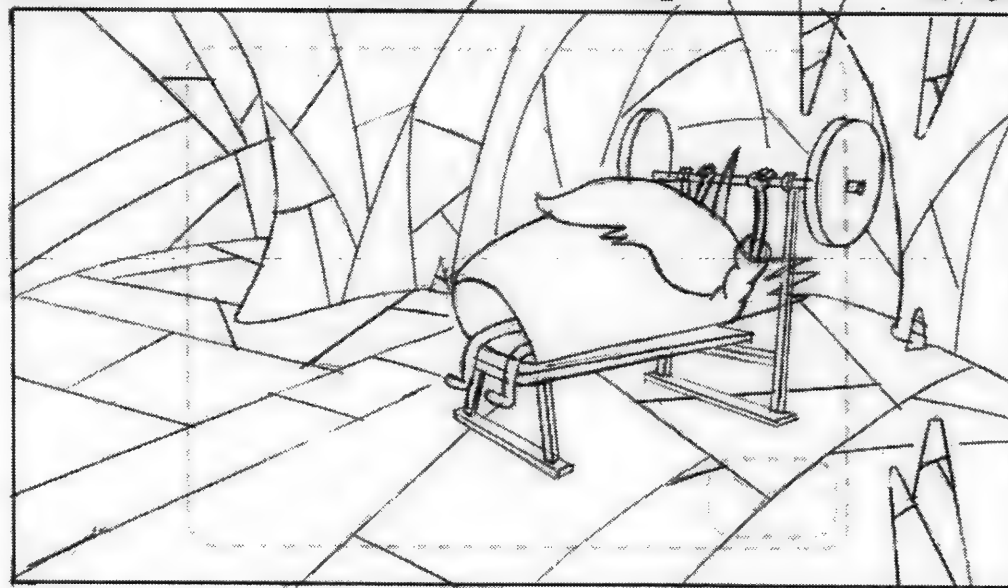


Sc. 141

Pnl. A

Bg.

day night



Dialog:

*SFX: * CLINK **

Action:

(The atomizer falls and bounces.)

Cut to: Ice King lifting weights in his ice castle.

Timing:



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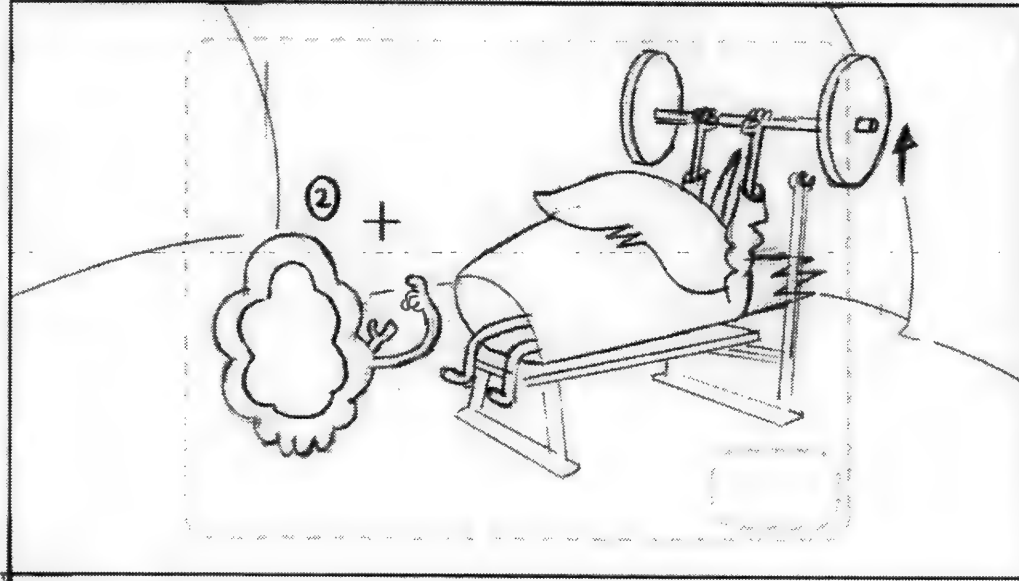
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Sc. 141 *cont*

Pnl. B

Bg.

day night

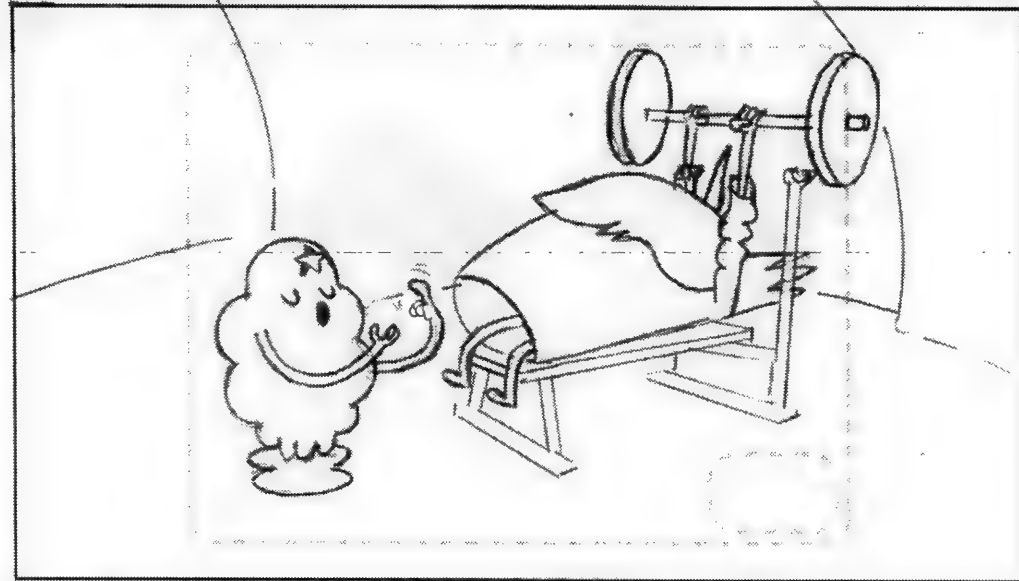


Sc. 141 *cont*

Pnl. C

Bg.

day night



Dialog:

SFX: * VMMM *

IK: [LONG STRAIN]

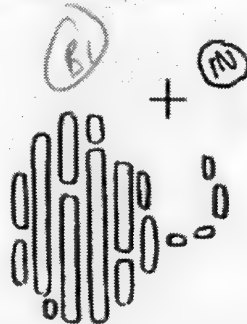


Action:

LSP appears magically.

LSP is still in the pose of spraying her throat with the atomizer, from the previous scene.

Timing:



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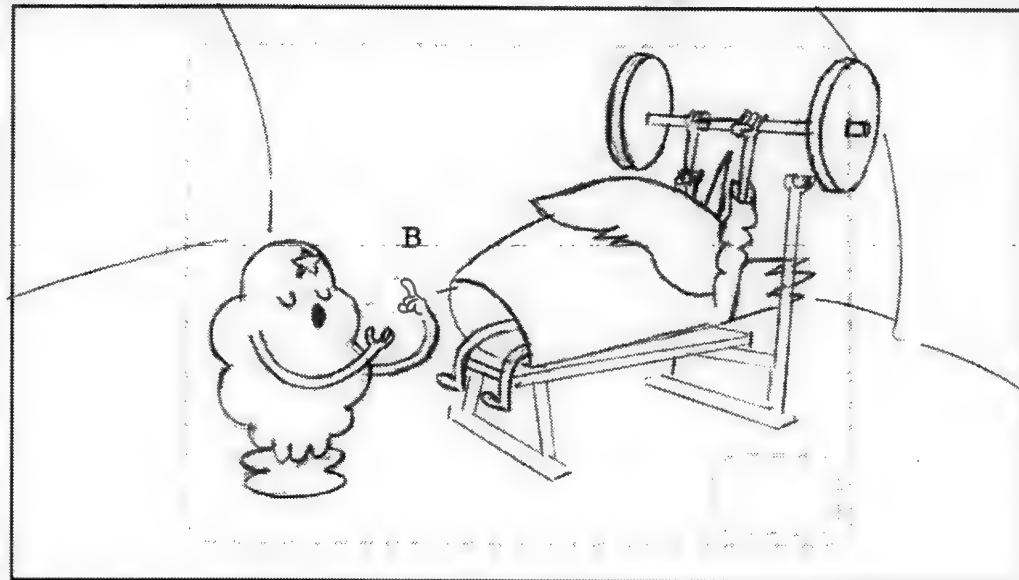
Page 286

Sc. 141 *cont*

Pnl. D

Bg.

day night

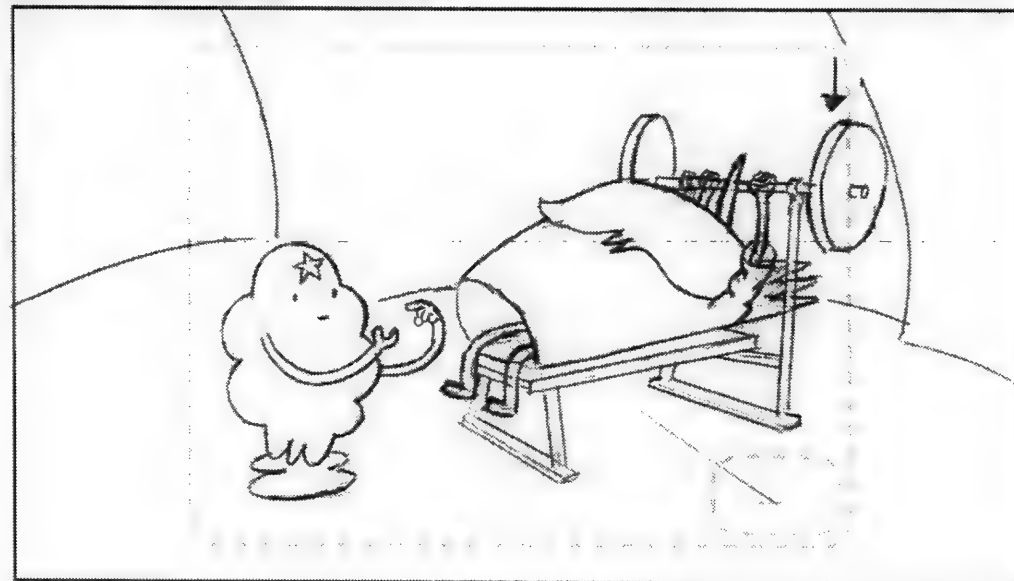


Sc. 141 *cont*

Pnl. E

Bg.

day night



Dialog:

SFX: Clink! [Barbell]

Action:

IK lowers barbell.

LSP opens her eyes.

JUN 09 2015

Timing:

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EPISODE #

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Production :

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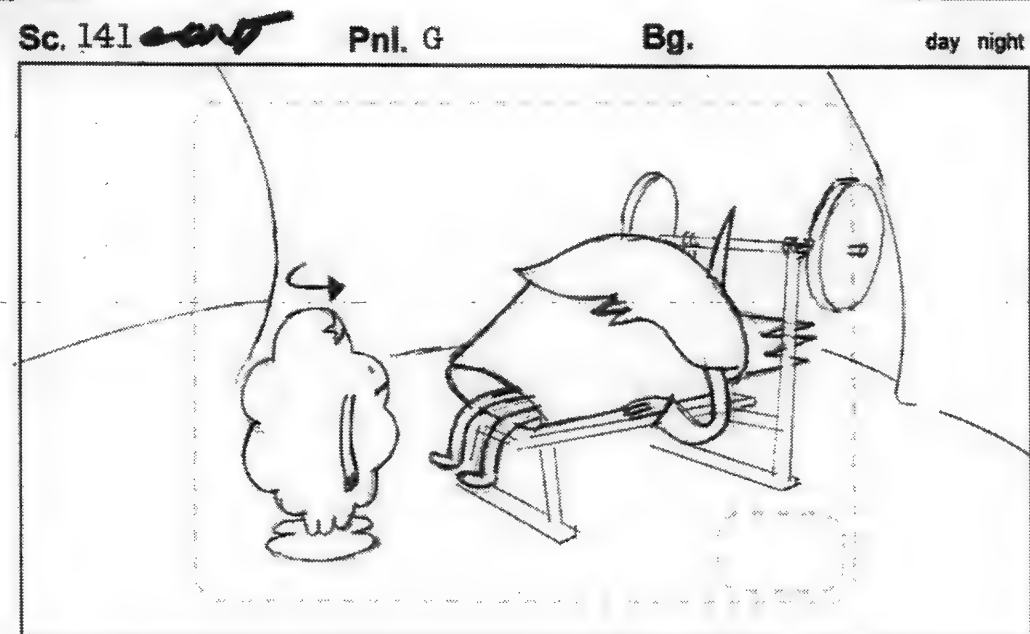
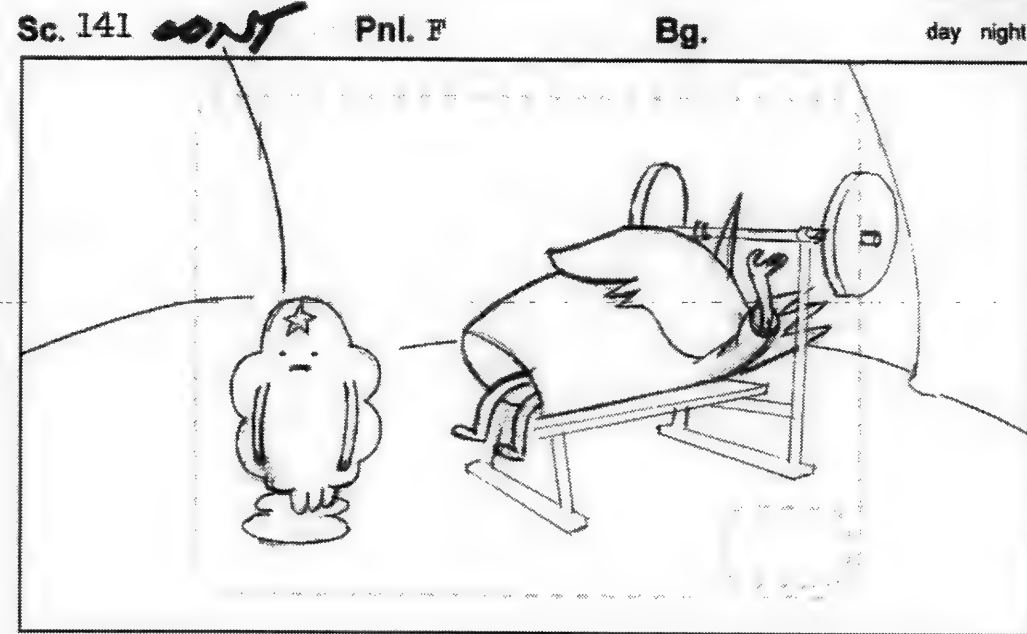
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Dialog:

Action: LSP looks around, not understanding how she got here.

LSP looks around and sees the Ice King.

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Timing:

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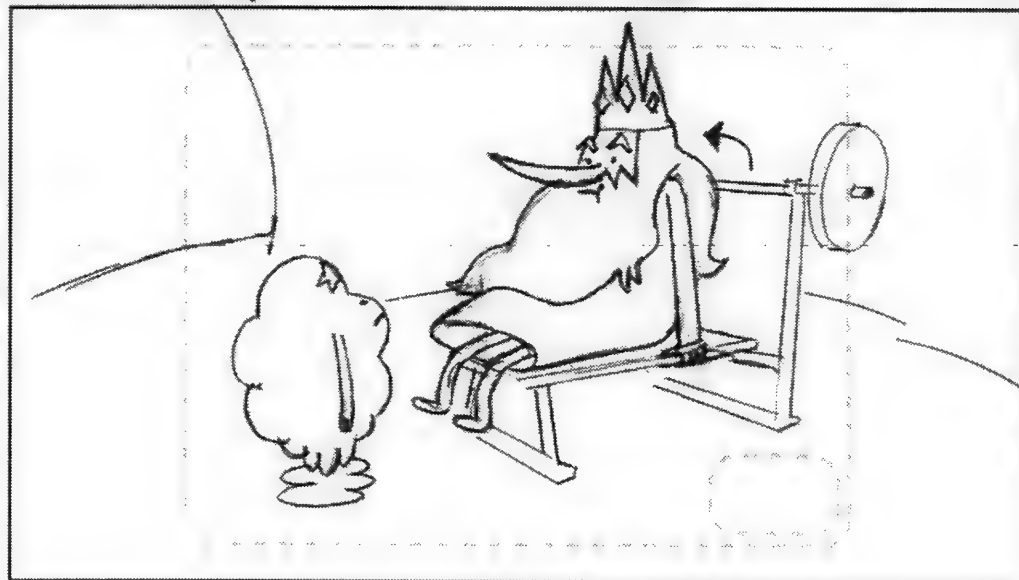
Sc. 141

cont

Pnl. H

Bg.

day night



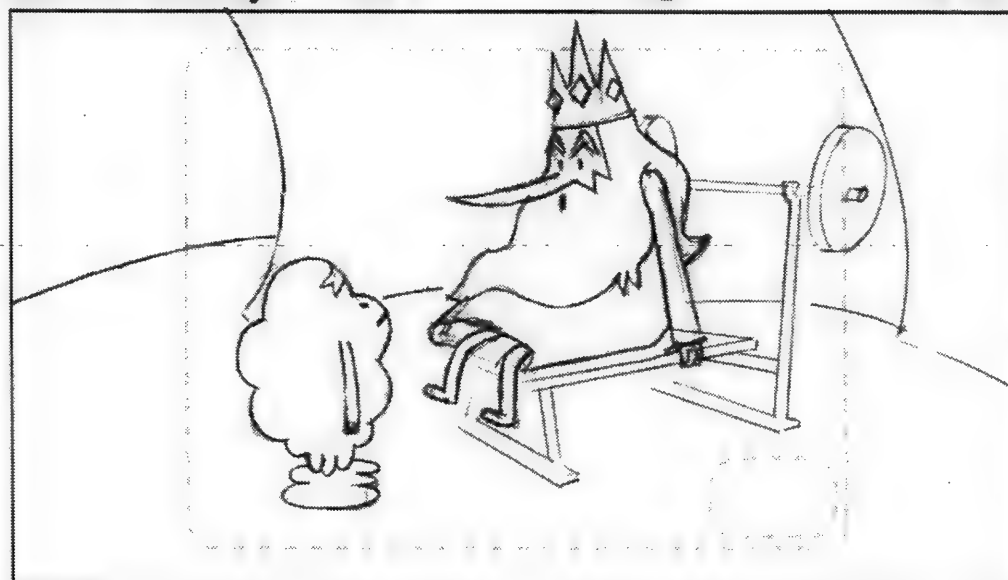
Sc. 141

cont

Pnl. I

Bg.

day night



Dialog:

Action:

IK sits up.

IK looks at LSP with surprise!

Timing:

JUN 09 2015

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EPISODE #

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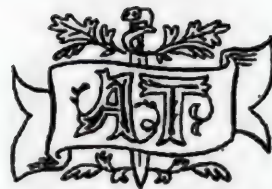
Production :

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ADVENTURE TIME



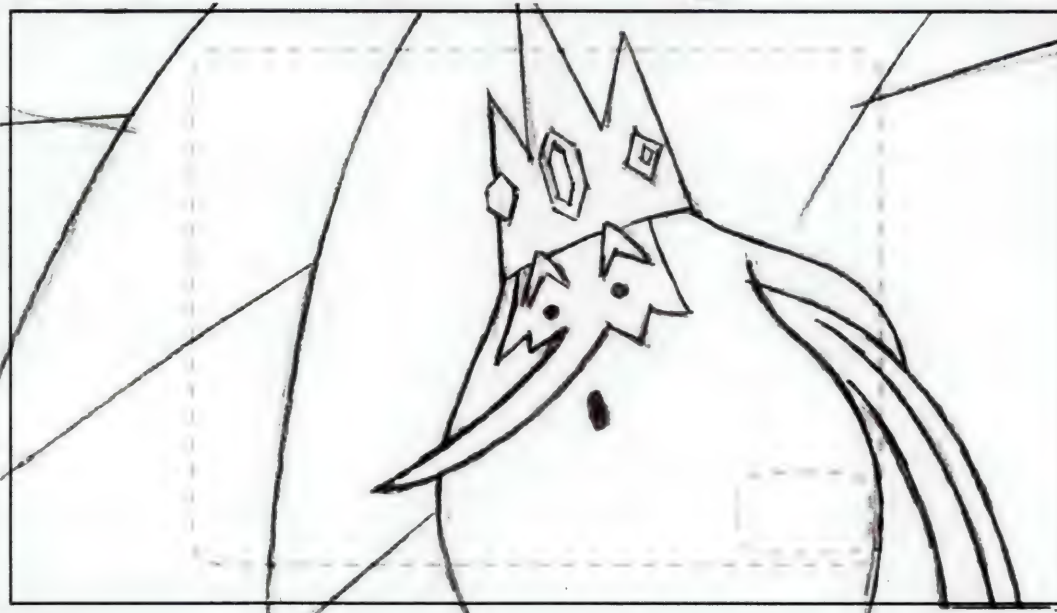
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Sc. 142

Pnl. A

Bg.

day night



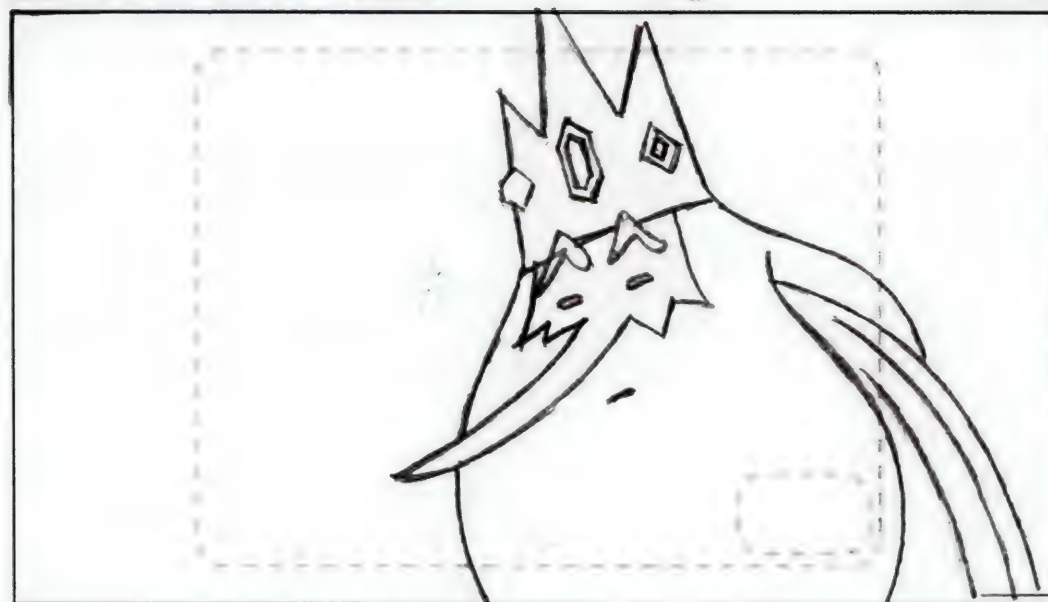
Sc. 142

cont

Pnl. B

Bg.

day night



Dialog:

Action:

IK waggles his eyebrows.

JUN 09 2011

Timing:

EPISODE #

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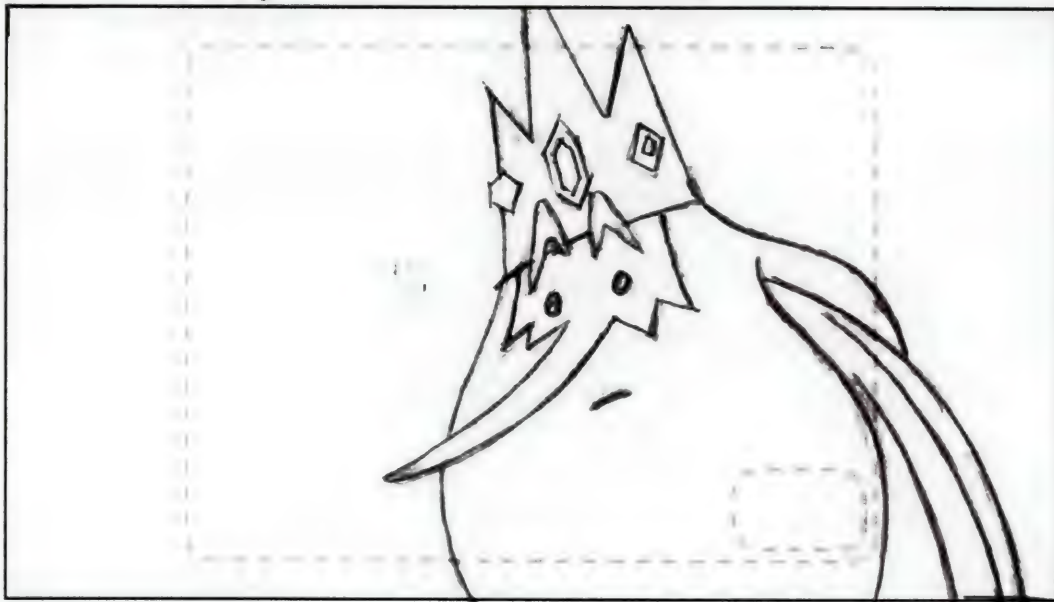
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ADVENTURE TIME

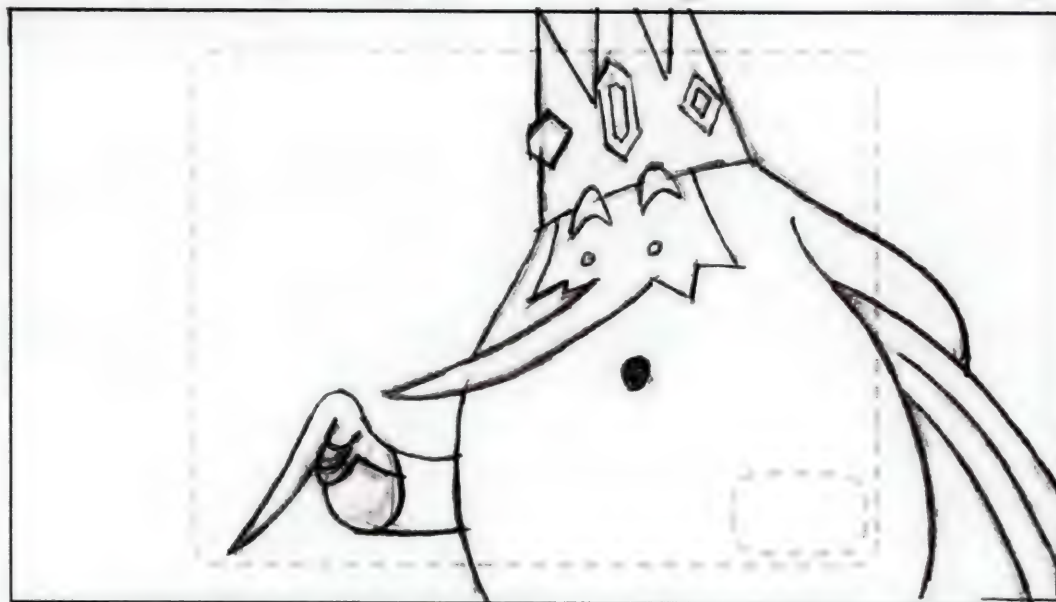


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Sc. 142 *cont* Pnl. C Bg. day night



Sc. 142 *cont* Pnl. D Bg. day night



Dialog:

Ice King: Are - -YOU REALLY HERE ...

Action:

IK waggles his eyebrows.

JUN 09 2015

Timing:

EPISODE #

Production :

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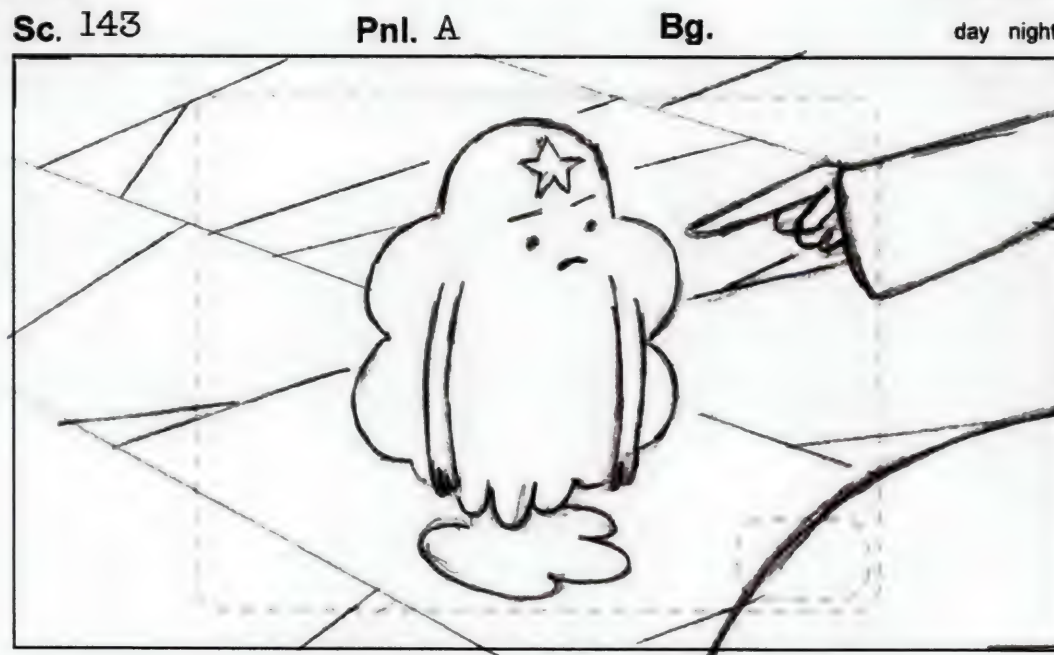
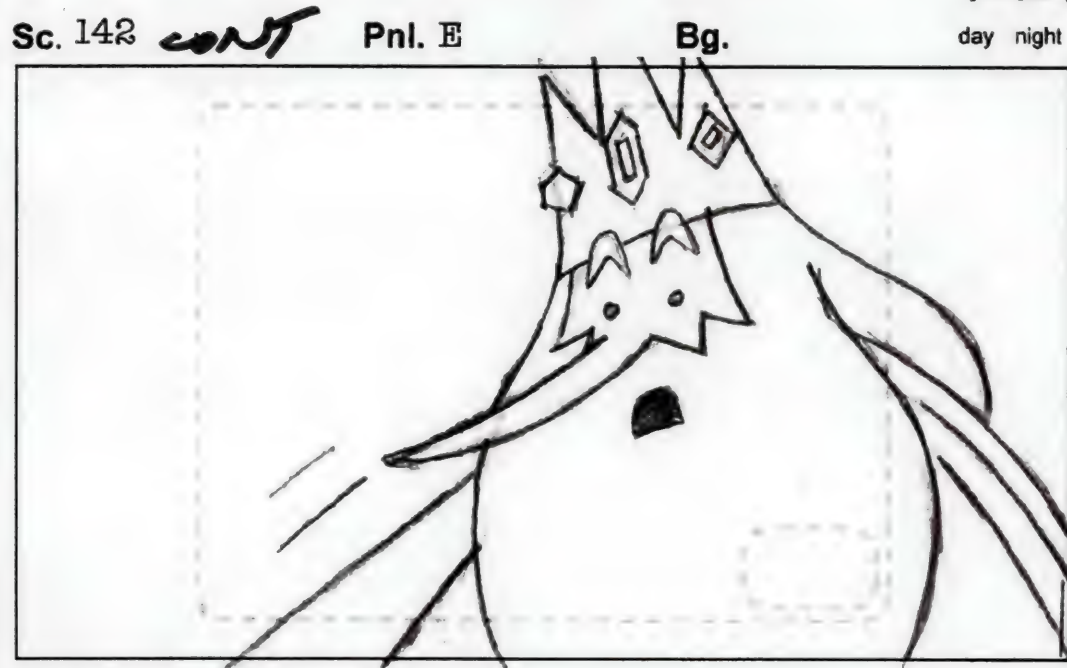
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ADVENTURE TIME



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Dialog:

IK: - OR ARE YOU LIKE --

IK: ^(o/s) --- an 'eye floater'?

Action:

Timing:

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Production :

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ADVENTURE TIME



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Sc. 143 *cont* Pnl. B

Bg.

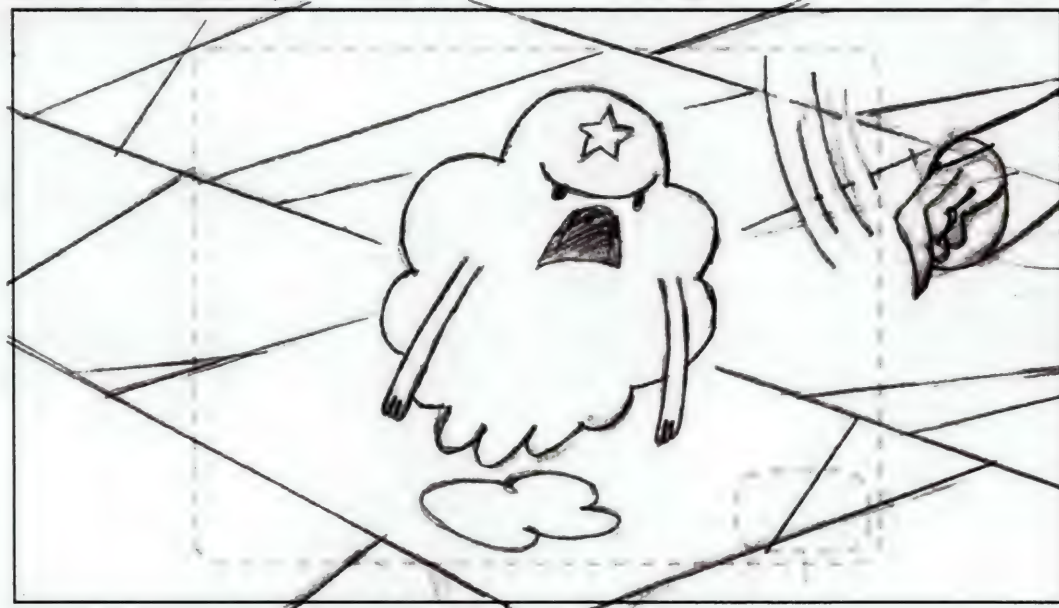
day night



Sc. 143 *cont* Pnl. C

Bg.

day night



Dialog:

LSP: I've been usurped!

Action:

LSP starts to realize what happened, how she got here.

Timing:



②



③

JUN 09 2015

Production :

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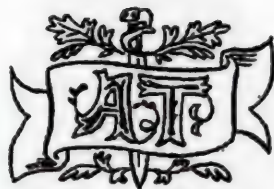
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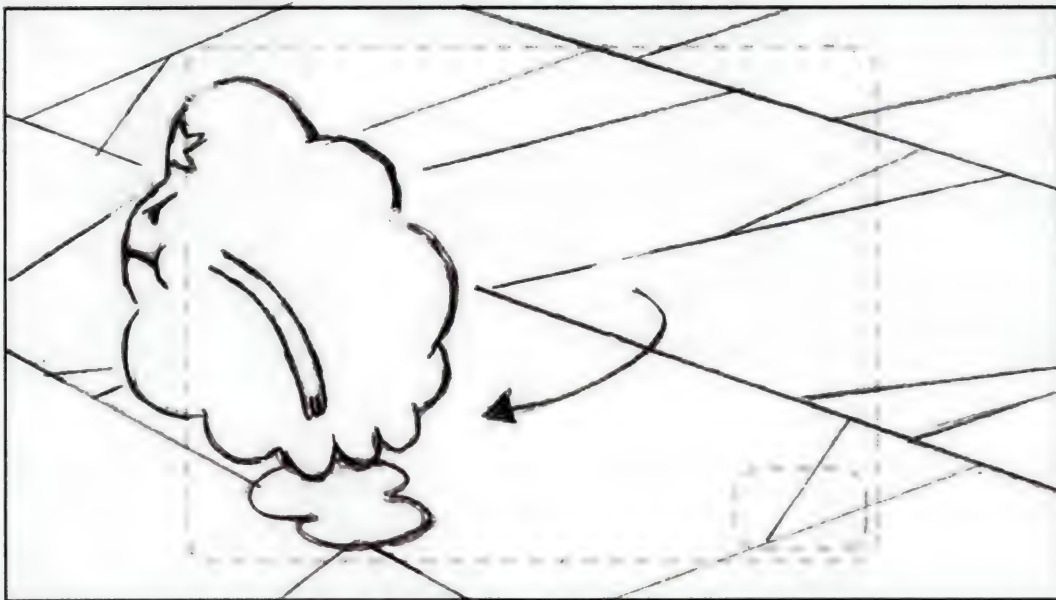
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ADVENTURE TIME

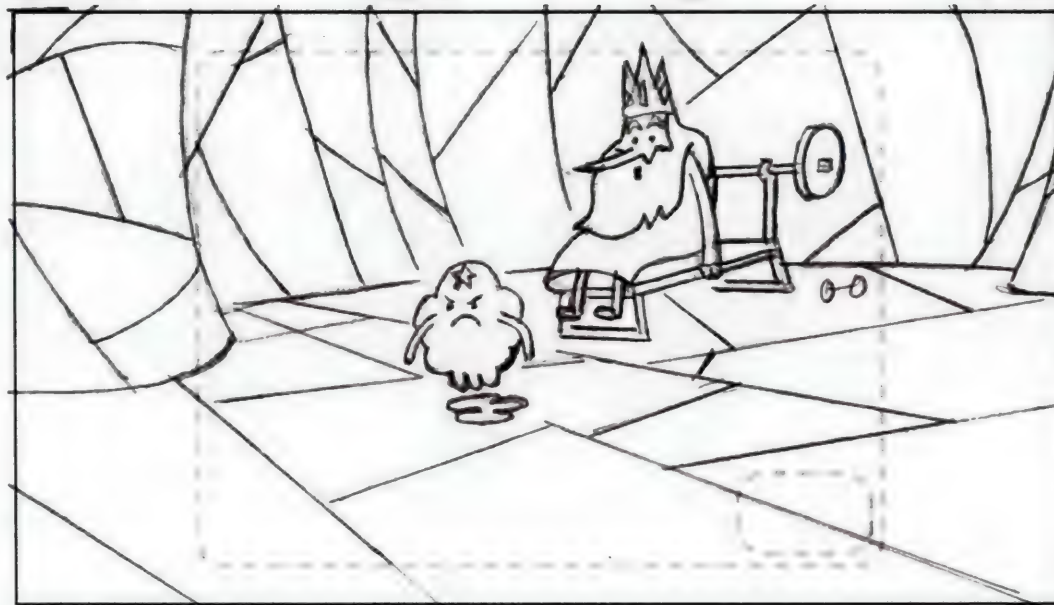


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Sc. 143 *cont* Pnl. D Bg. day night



Sc. 144 Pnl. A Bg. day night



Dialog:

Action: LSP storms off.

LSP takes off, as fast as she can.

JUN 09 2015

Timing:

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ADVENTURE TIME



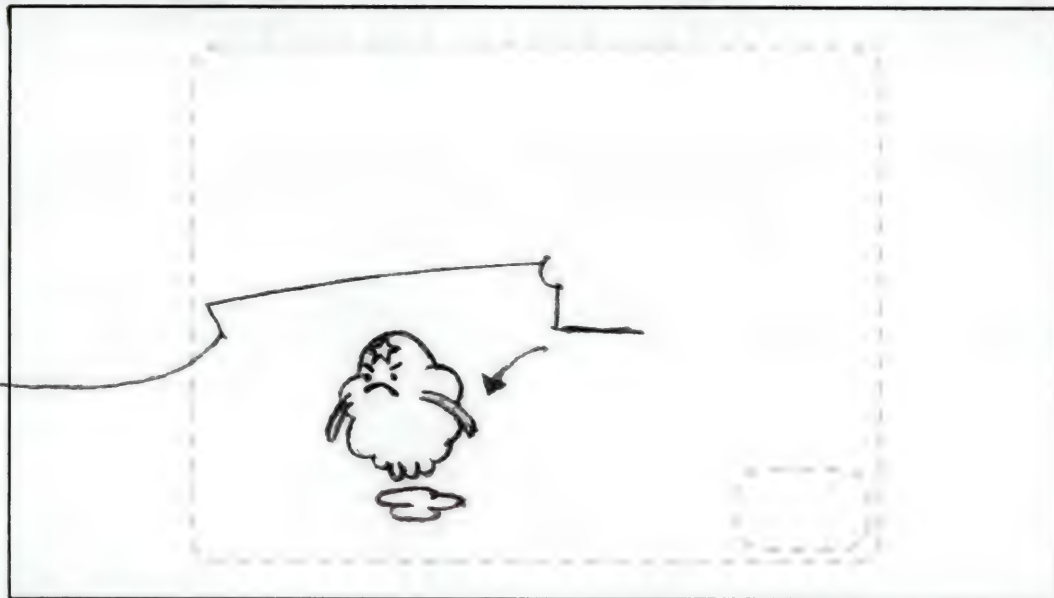
No scene 145

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No PG 295
day night

Sc. 144 *cont* Pnl. B

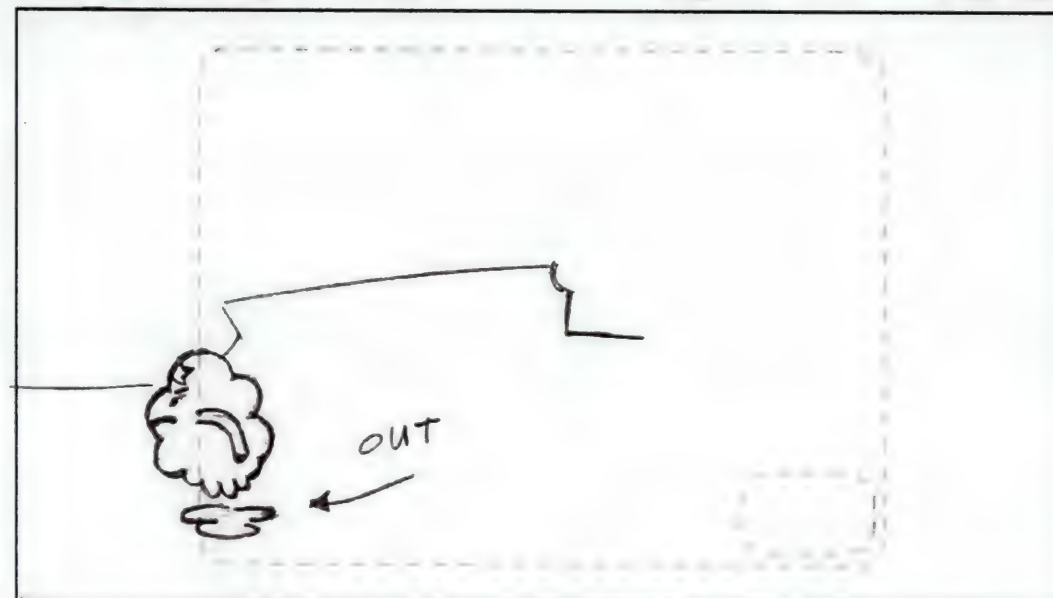
Bg.

day night



Sc. 144 *cont* Pnl. C

Bg.



EPISODE #

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Production :

Dialog:

Action:

-LSP SPEEDS OFF/S

Timing:

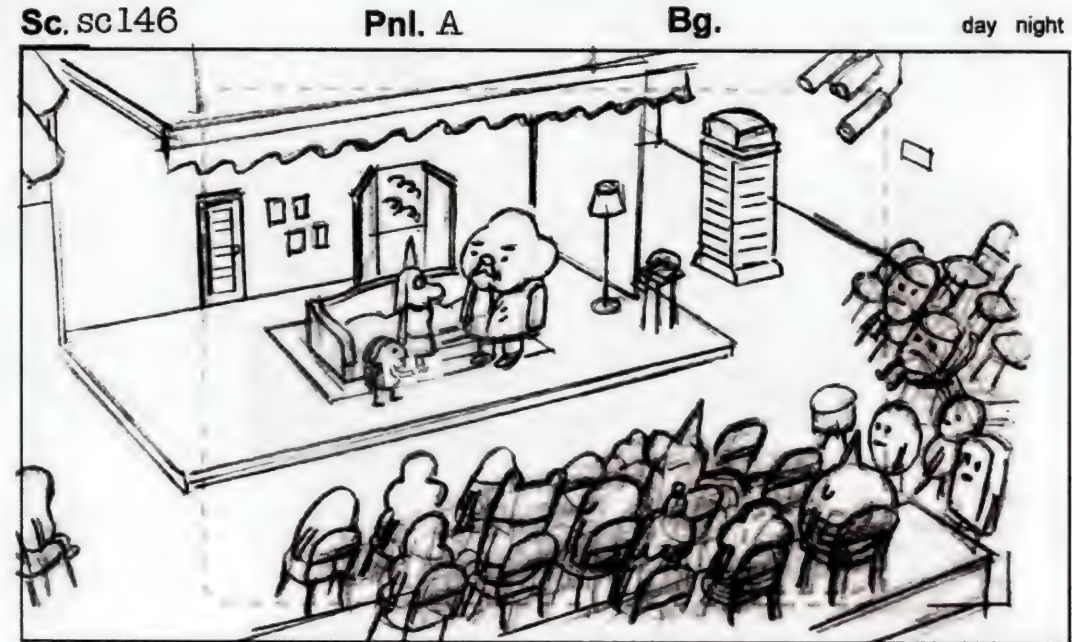
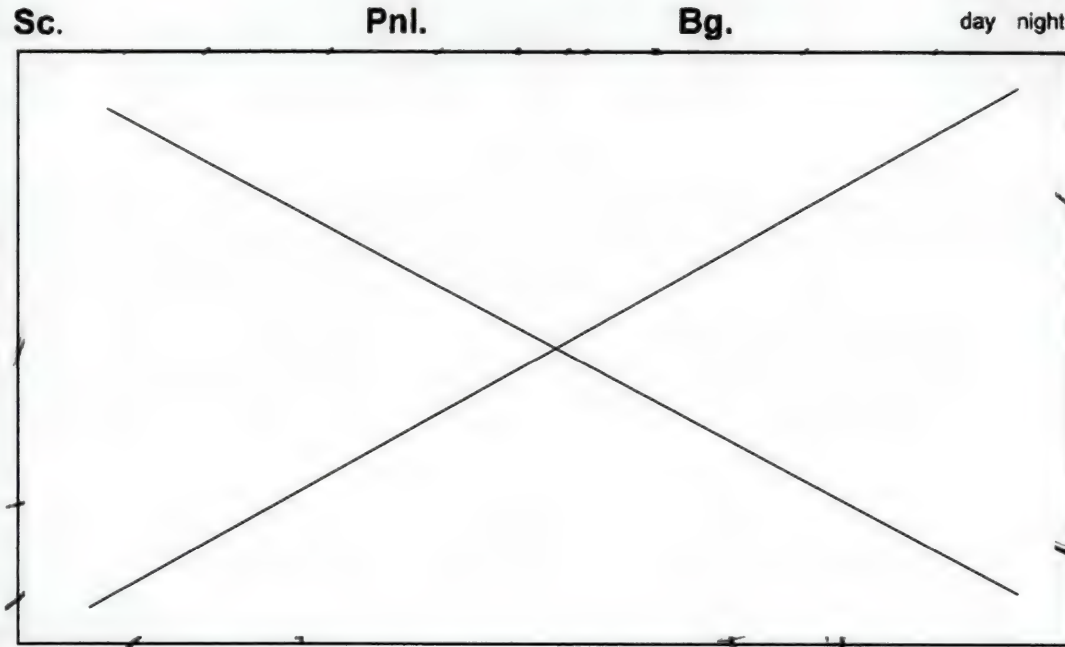
JUN 09 2015

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ADVENTURE TIME



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Dialog:

Viola: I can't believe this is our last summer here.

Action:

Back at the playhouse, Viola is now starring in the play.

JUN 09 2015

Timing:

EPISODE #

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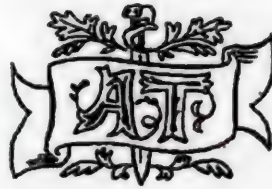
1034/223

Production :

1034/223

1034/223

ADVENTURE TIME



Page 297

Sc. 147

Pnl. A

Bg.

day night



Sc. 147

can't

Pnl. B

Bg.

day night



Dialog: Viola: But everything changes, I suppose.

Mr. C: One thing hasn't changed.
You've never looked lovelier.

Action:

Timing:

JUN 09 2015

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EPISODE #

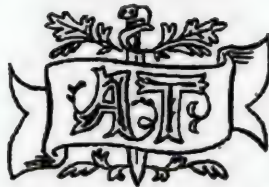
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Production :

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ADVENTURE TIME

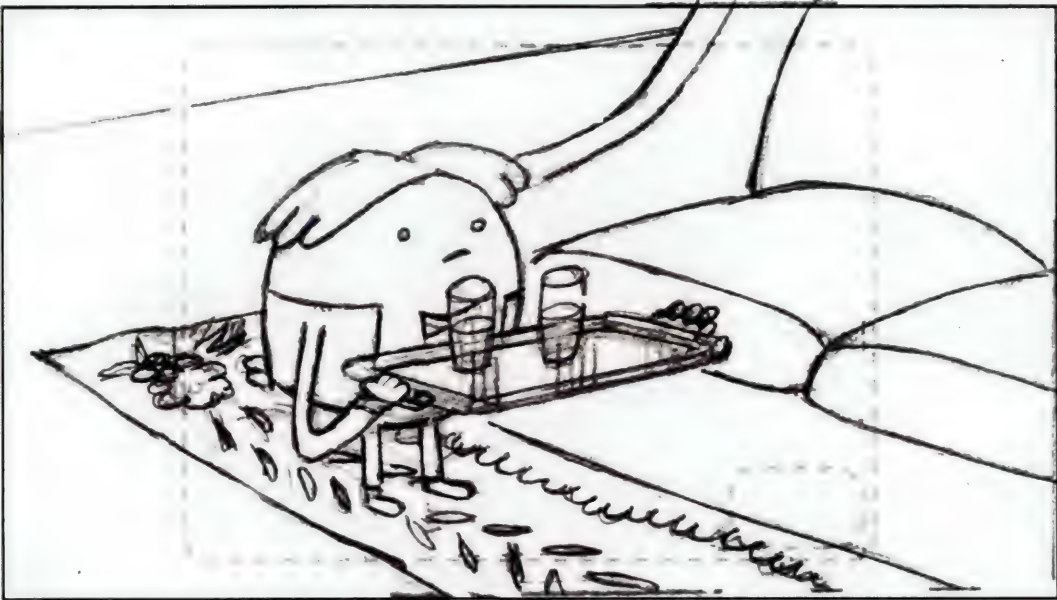


Sc. 148

Pnl. A

Bg.

day night



Sc. 148 *cont*

Pnl. B

Bg.

day night



Dialog:	
Action:	Crunchy holds up a prompter for Mr. Cupcake. (The glasses are glued to the tray so they won't fall off.) JUN 09 2015
Timing:	

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EPISODE #

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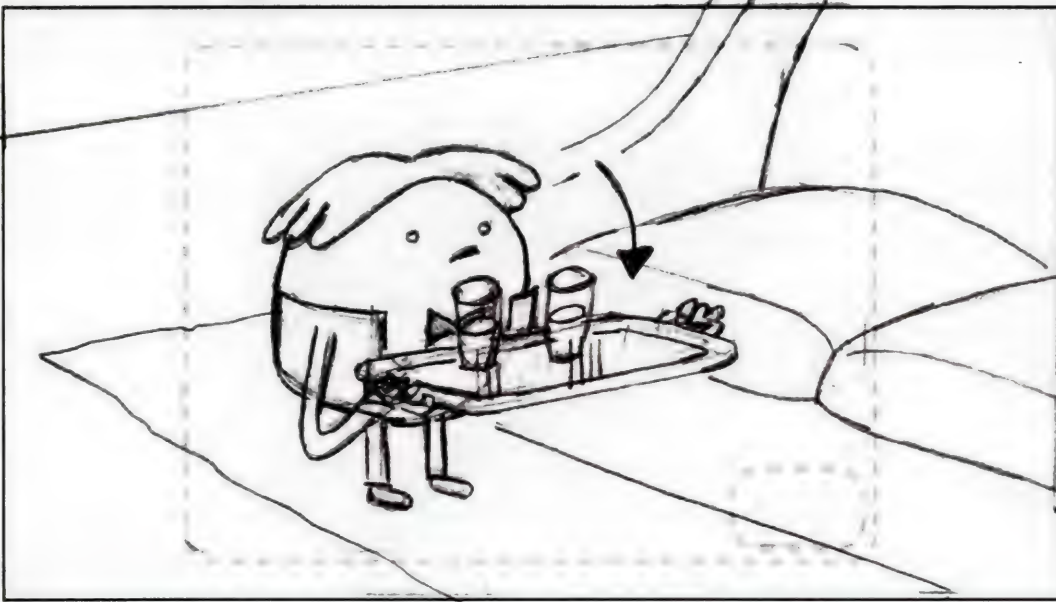
Production :

ADVENTURE TIME



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Sc. 148 *cont* Pnl. C Bg. day night



Sc. 149 Pnl. A Bg. day night



Dialog:	...
Action:	[Start pose]
Timing:	

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Production :

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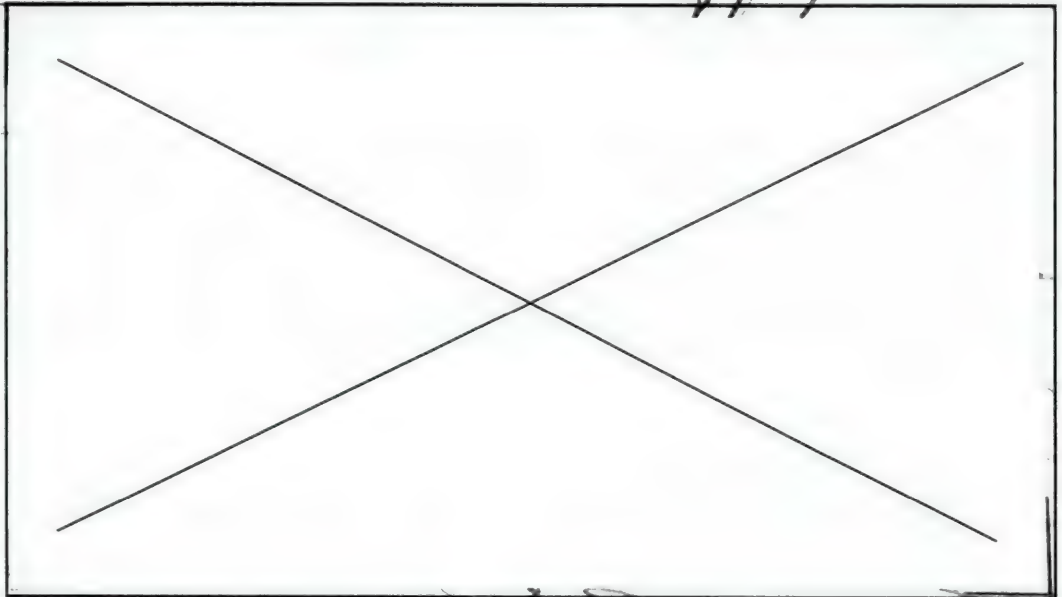
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No scene 150

Sc. 149 *cont* Pnl. B Bg. day night Sc. Pnl. Bg. day night



Dialog: <u>Mr. C:</u> . . . Miranda Hobson.
Action: Mr. Cupcake takes Viola's hands in his hands.
Timing:

JUN 09 2015

EPISODE # 1034-223

Production :

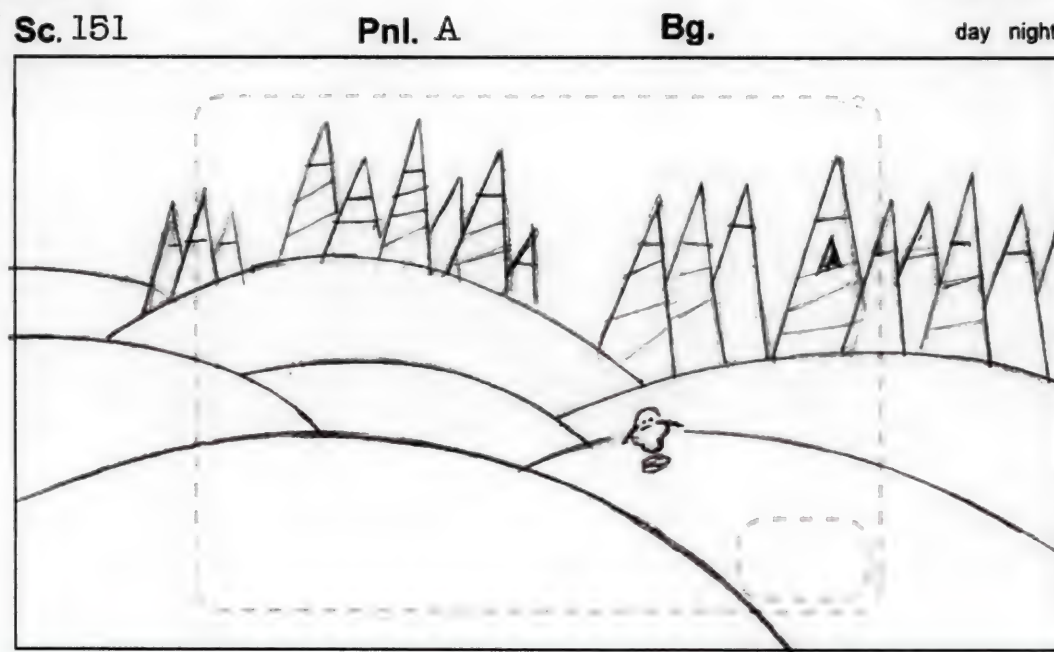
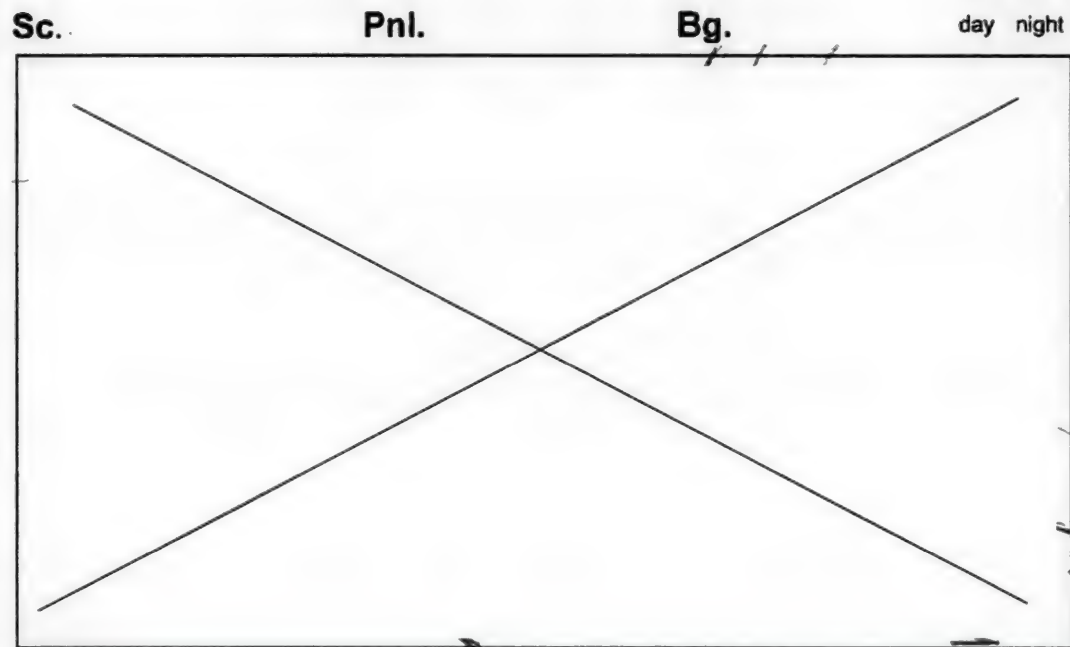
1034/223

1034/223

ADVENTURE TIME



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Dialog:

LSP: <grumbling>

Action:

LSP speeds over the frozen hills near the ice castle.

JUN 09 2015

Timing:

1034-223

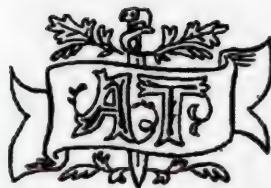
EPISODE #

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Production :

1034/223

ADVENTURE TIME

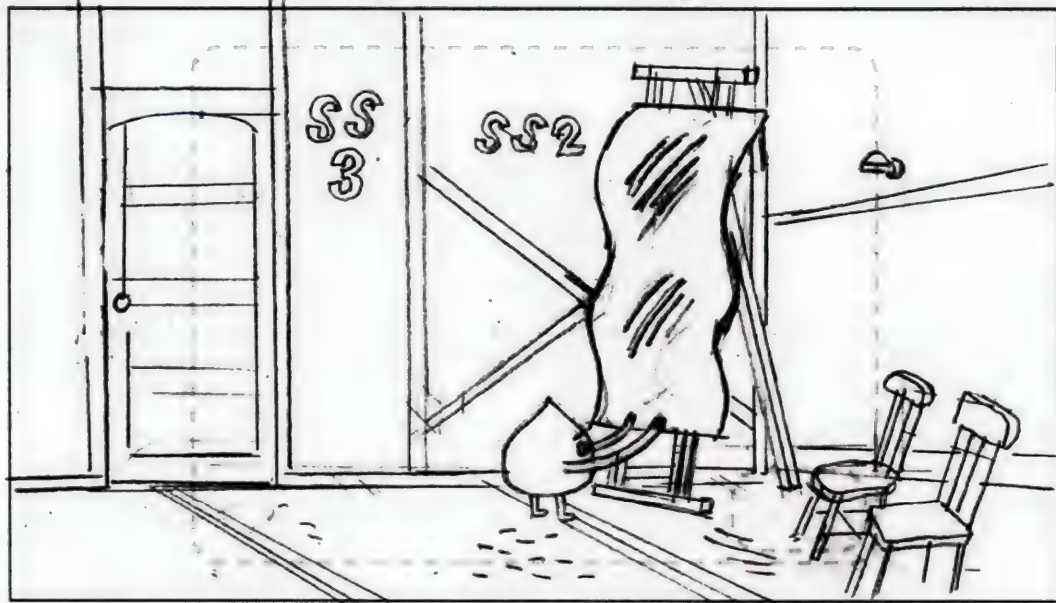


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Sc. 151 *cont* Pnl. B Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog:	LSP: Grrr...	SFX: Boom-mm-mm. [Thunder]
Action:	['A' pose] — A new special effects person makes the thunder sound effects.	JUN 09 2015
Timing:		

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EPISODE #

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Production :

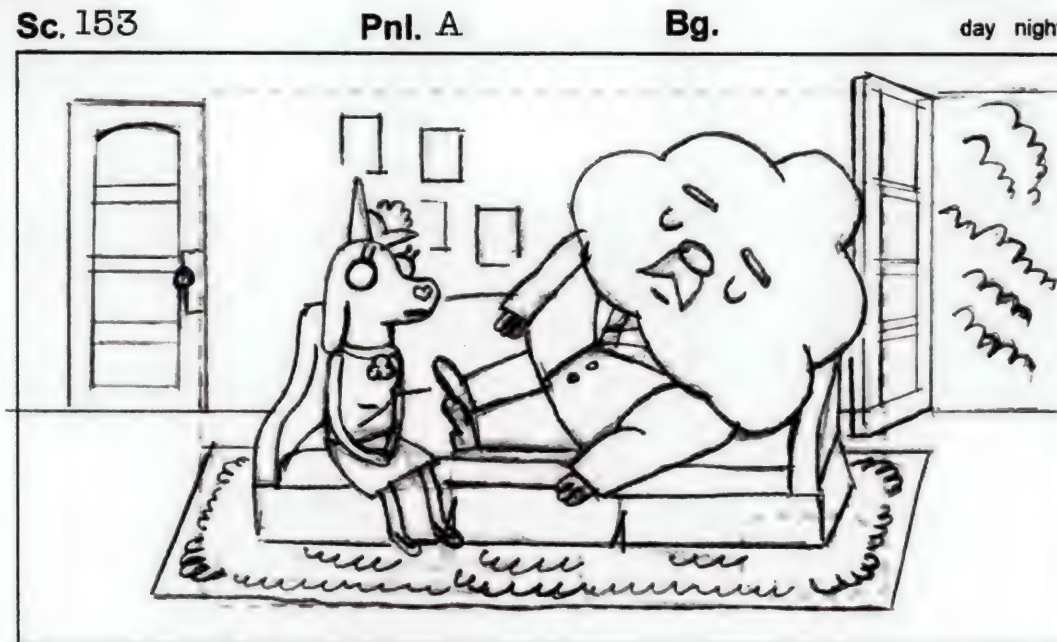
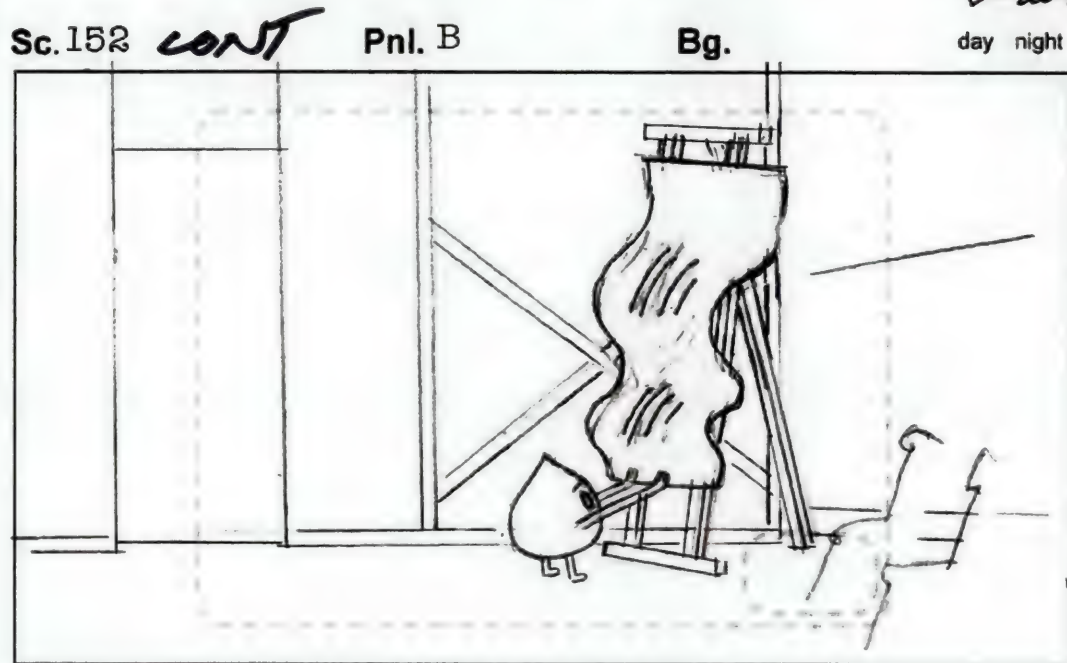
1034/223

1034/223

ADVENTURE TIME



Page 303



Dialog:

Viola: I'll let him rest.

Action:

['B' pose]

Viola is in the scene where Mr. Cupcake is sleeping.

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Timing:

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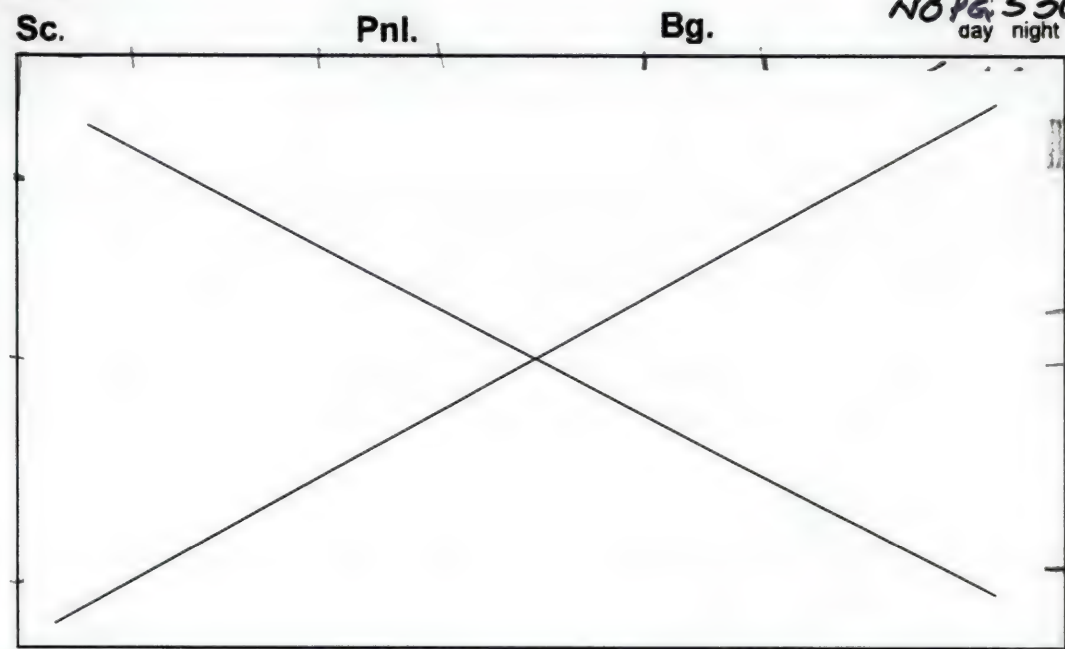
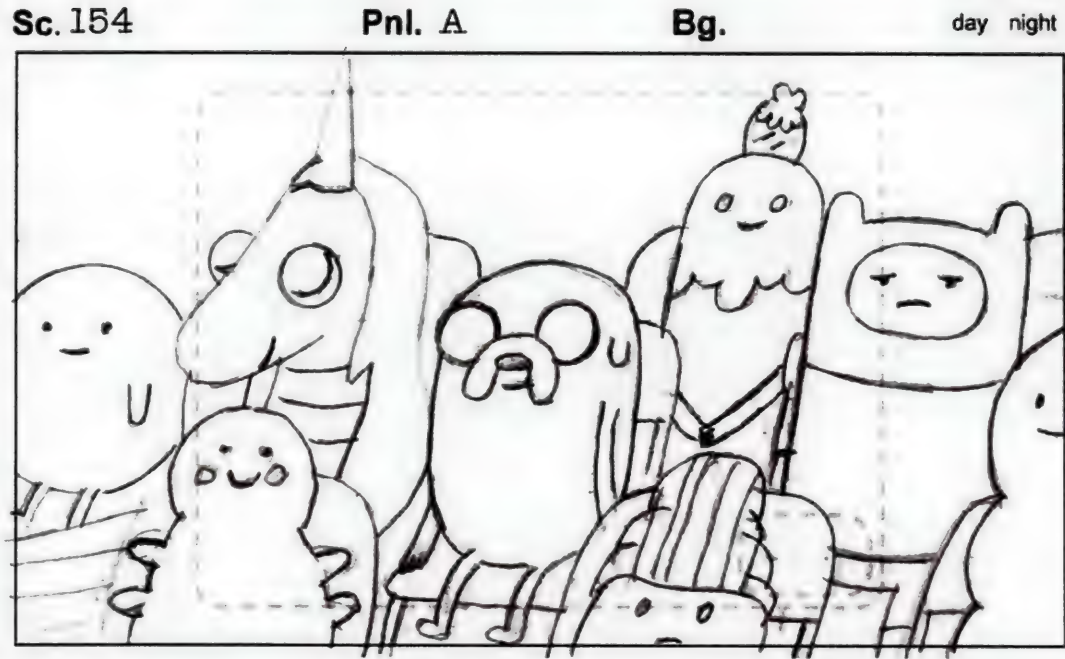
1034/223

ADVENTURE TIME



No scenes 155-158

Page 304
NO Pgs 305-308
day night



Dialog:	Viola (O/S): - After all, THE RAIN CAN'T LAST FOREVER.
Action:	A shot of Jake and others enjoying the play. (Finn is falling asleep.)
Timing:	

JUN 09 2015

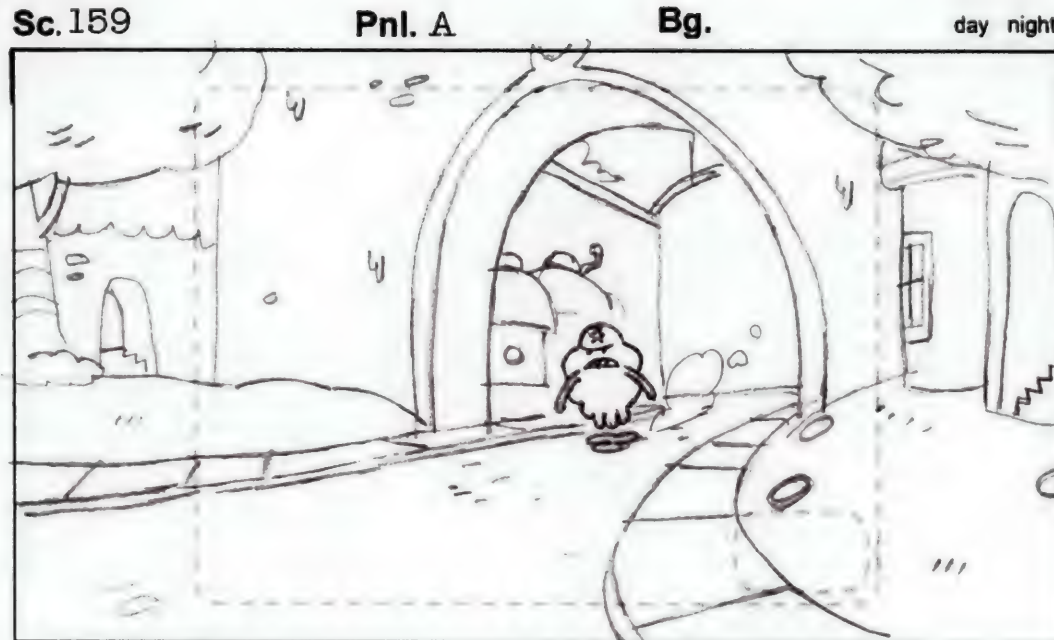
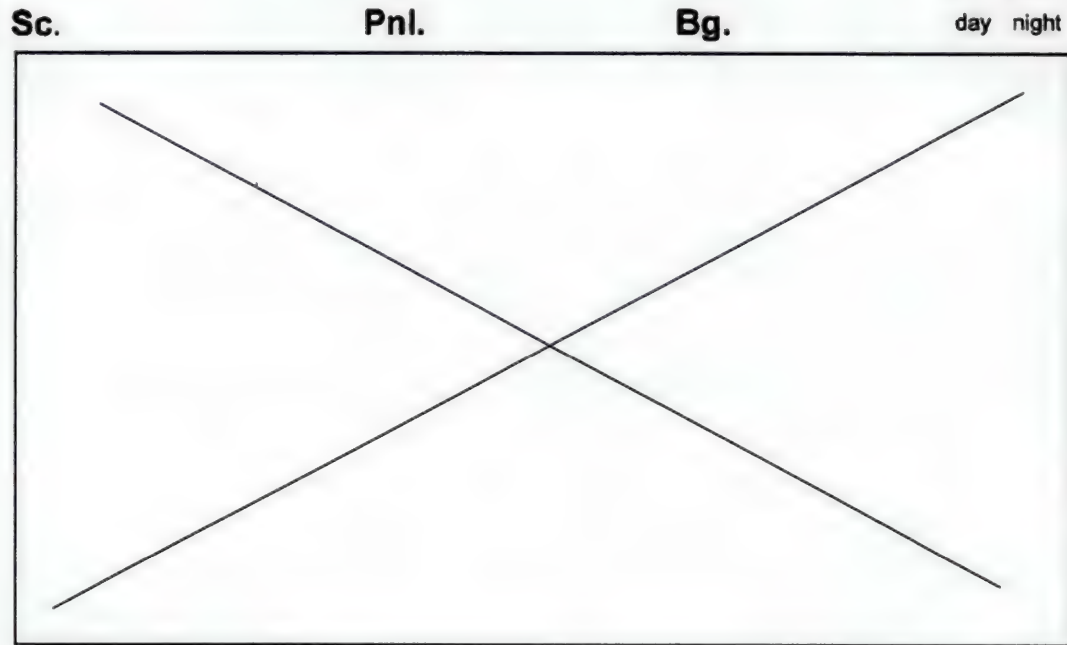
EPISODE # 1034-223


Production :

ADVENTURE TIME



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Dialog:	<u>LSP</u> : Grrrr! ...	
Action:	LSP, now at a full boil, comes through scene. KICKING UP DUST.	
Timing:		

JUN 09 2015

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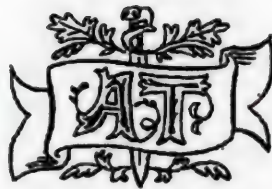
EPISODE #

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Production :

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ADVENTURE TIME



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Sc. 159 *cont* Pnl. B Bg. day night



Sc. 159 *cont* Pnl. C Bg. day night



Dialog:

LSP: Grrrrr

Action:

Timing:

JUN 09 2015

Production :

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ADVENTURE TIME



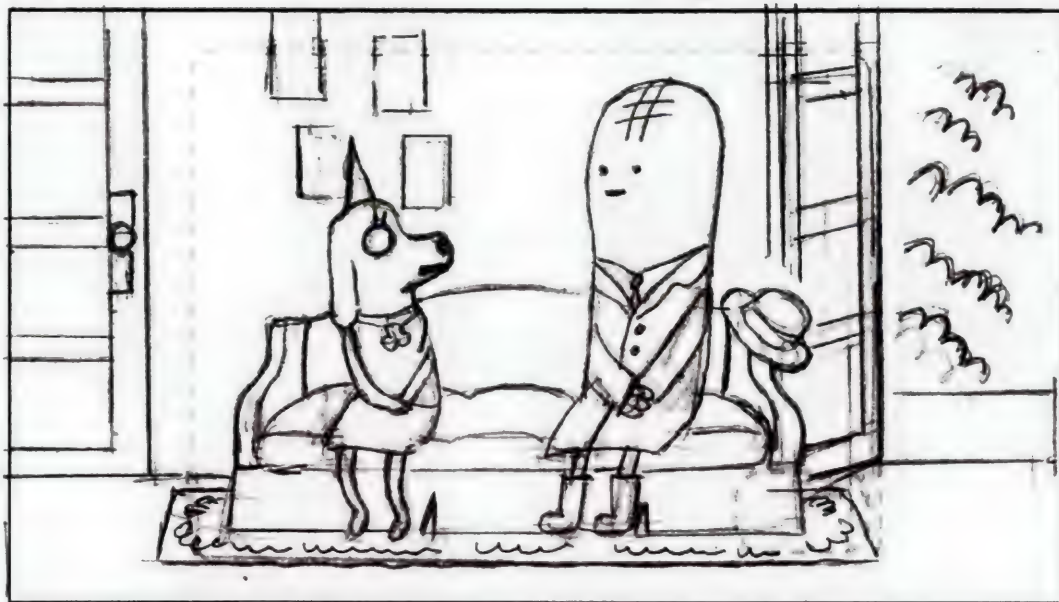
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Sc. 160

Pnl. A

Bg.

day night



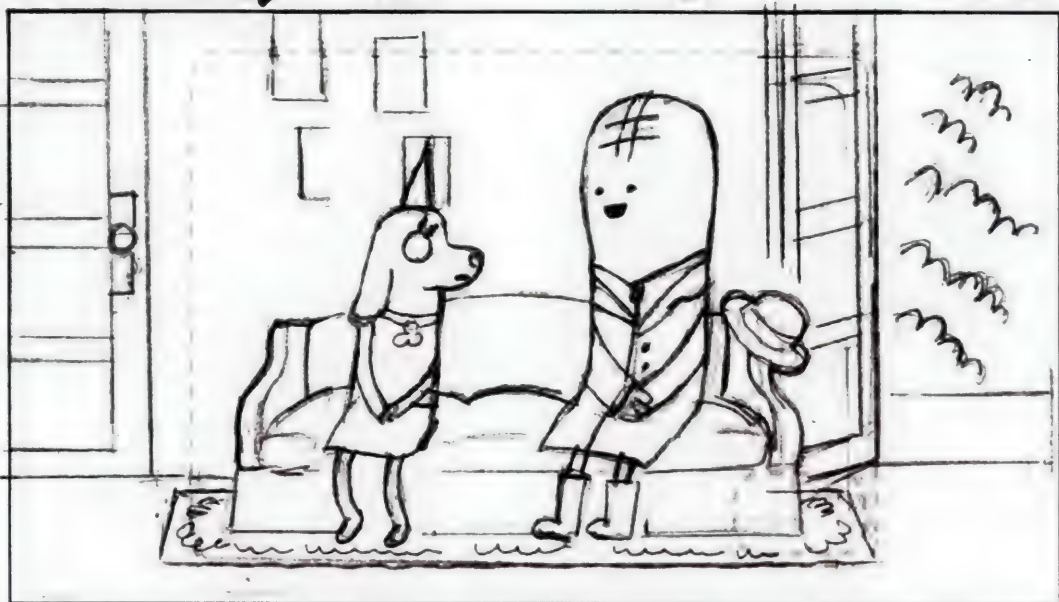
Sc. 160

cut

Pnl. B

Bg.

day night



Dialog:

Viola: How long have we been sitting here on the couch,
Wilfrid?

CP: Oh, ages and ages ... but not nearly

Action:

On Viola and CP, giving full attention to each other,
although they are reserved.

Timing:

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Production :

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ADVENTURE TIME



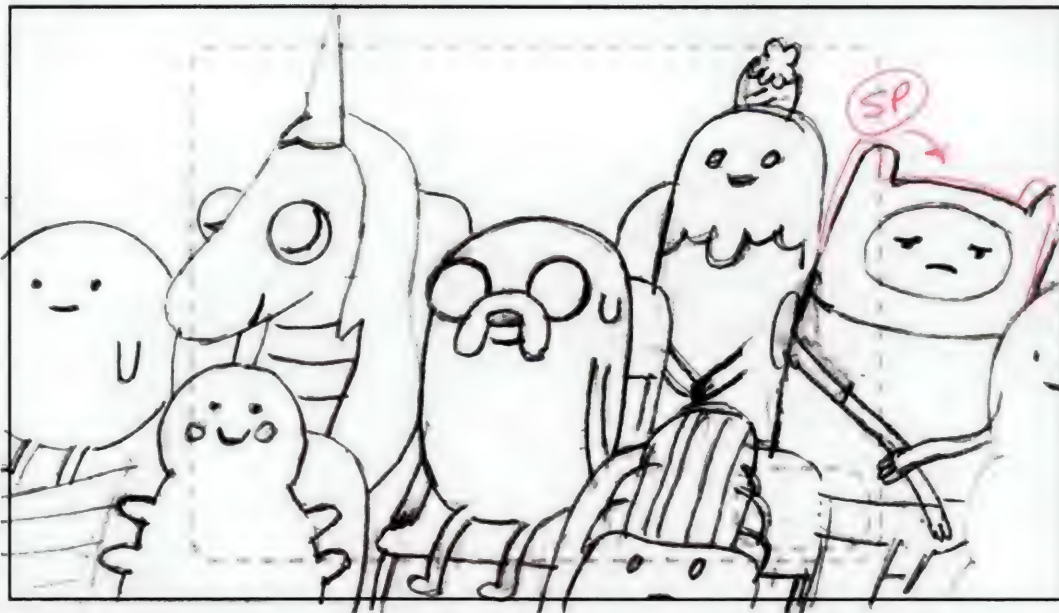
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Sc. 161

Pnl. A

Bg.

day night



Sc. 162

Pnl. A

Bg.

day night



Dialog:

CP (O/S): ... long enough!

LSP: Grrr!

Action:

- Another shot of Jake, enjoying the play.
- FINN NODDING OFF.

LSP finally gets to the playhouse.

JUN 09 2015

Timing:

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ADVENTURE TIME



Page 313

Sc. 162 *cont* Pnl. B Bg. day night



Sc. 162 *cont* Pnl. C Bg. day night



Dialog:

LSP: Grrrrrrrrrawr!

Action:

A slight pause before storming through the doors.

JUN 09 2015

Timing:

EPISODE #

Production :

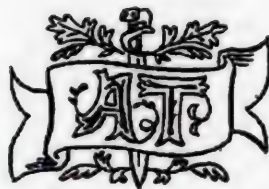
1034-223

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ADVENTURE TIME



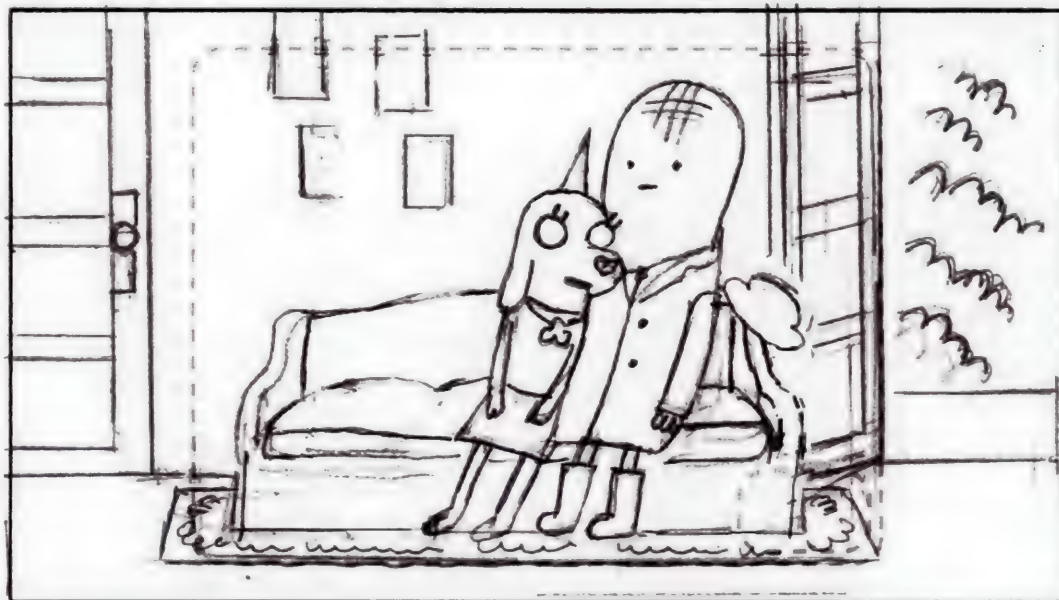
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Sc. 163

Pnl. A

Bg.

day night



Sc. 164

Pnl. A

Bg.

day night



1034-223

EPISODE #

1034/223

Production :

Dialog: Viola: Oh, Wilfrid. As summer showers give way to autumn showers,

. . . Viola(os): one looks

SFX: * CHKK *

Action: Viola now closer to CP on the couch.

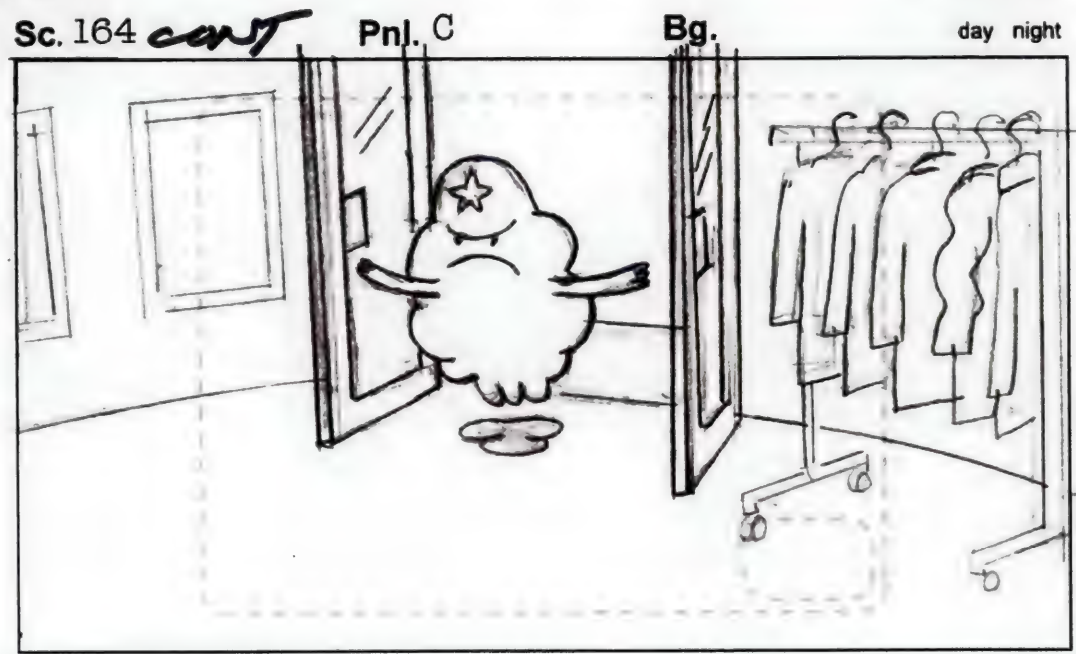
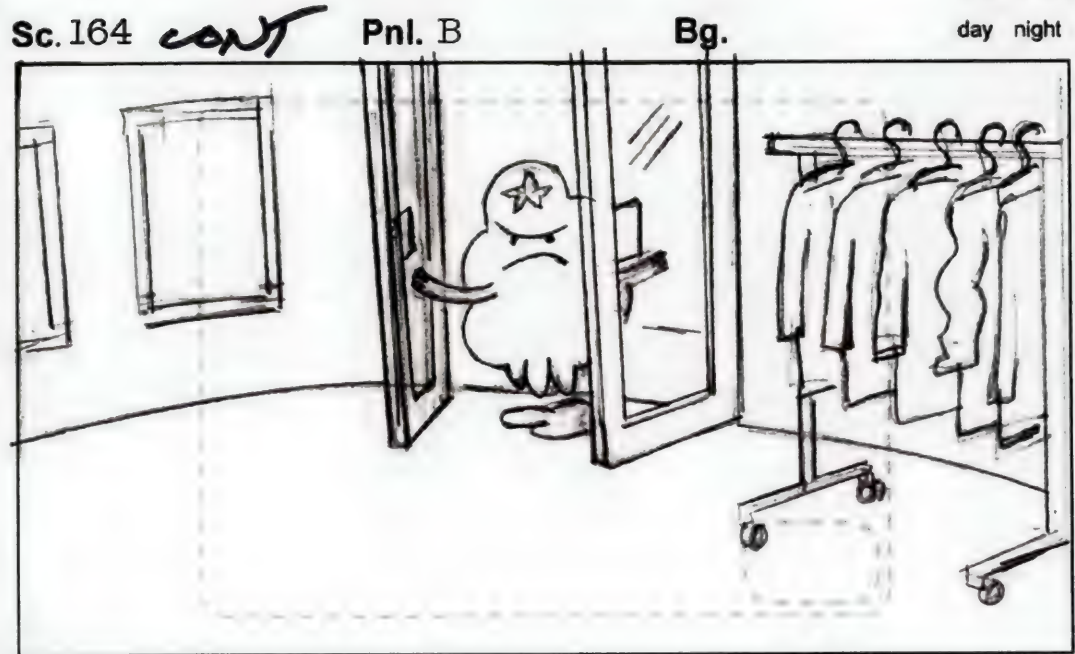
{Start pose}

JUN 09 2015

Timing:

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ADVENTURE TIME



Dialog:	Viola (O/S): --- for ---	Viola (O/S): --- a little brightness ---
Action:	Viola storms through the lobby. The play can be heard in progress.	
Timing:		

JUN 09 2015

Production :

EPISODE #

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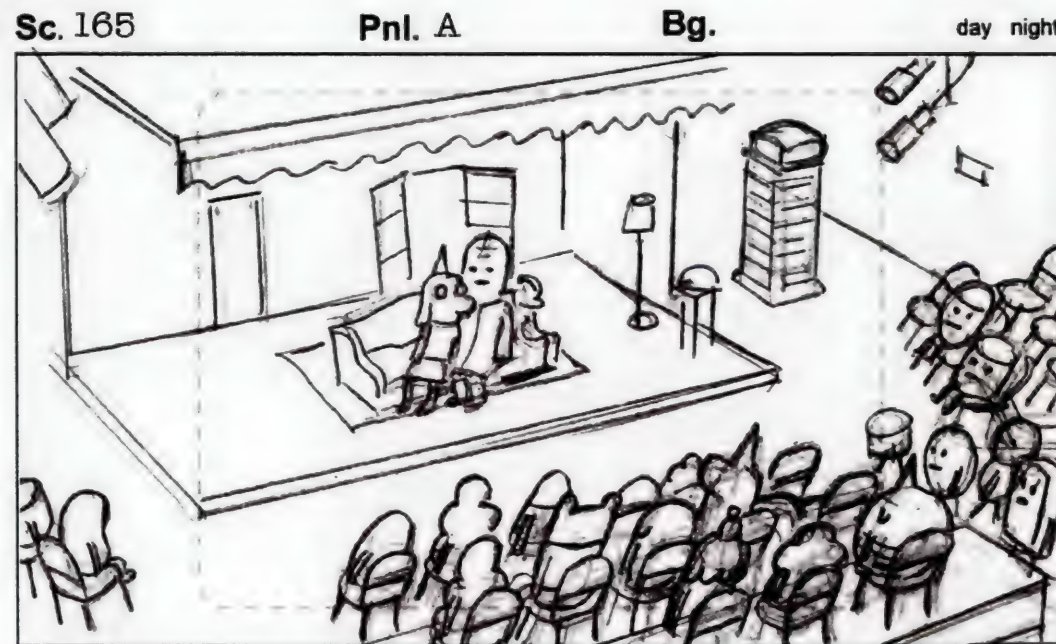
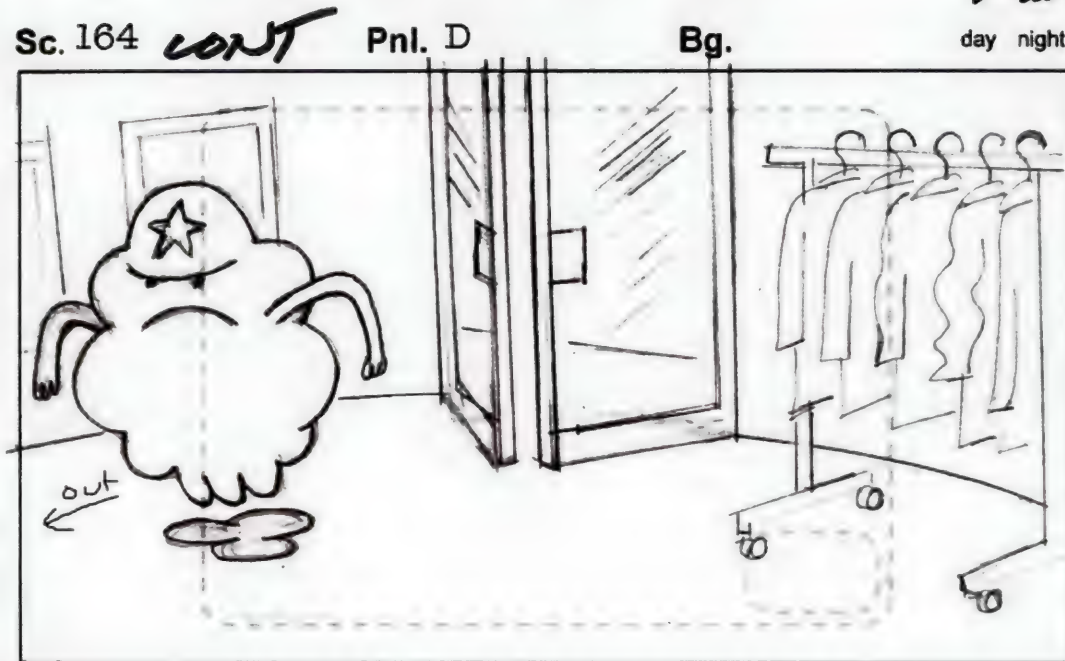
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ADVENTURE TIME



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EPISODE #

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Production :

Dialog:

Viola: --- to warm the days.

I thought that Nigel Cramforth

Action:

JUN 09 2015

Timing:

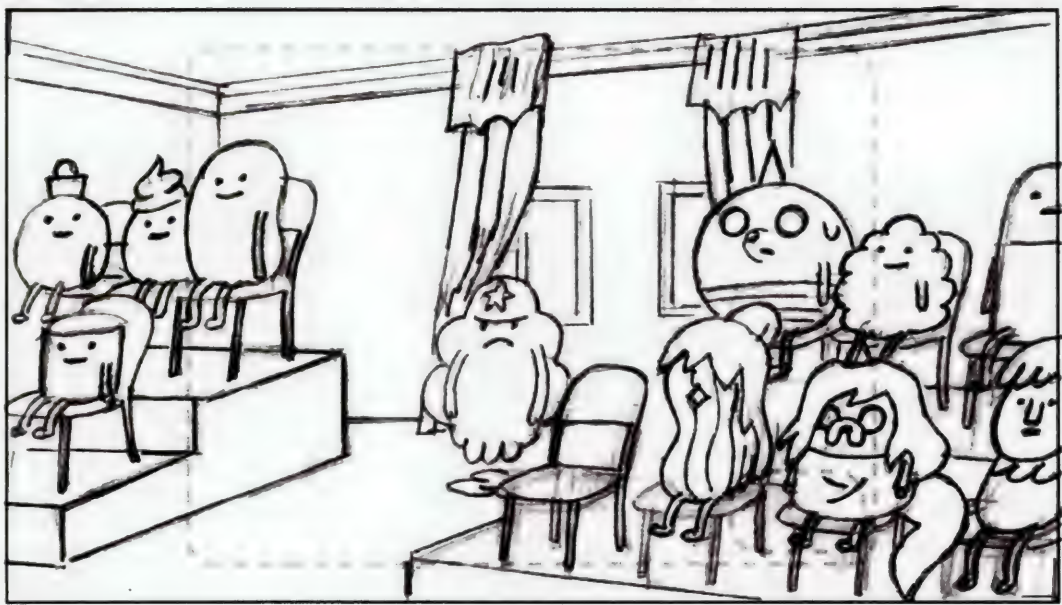
1034/223

ADVENTURE TIME

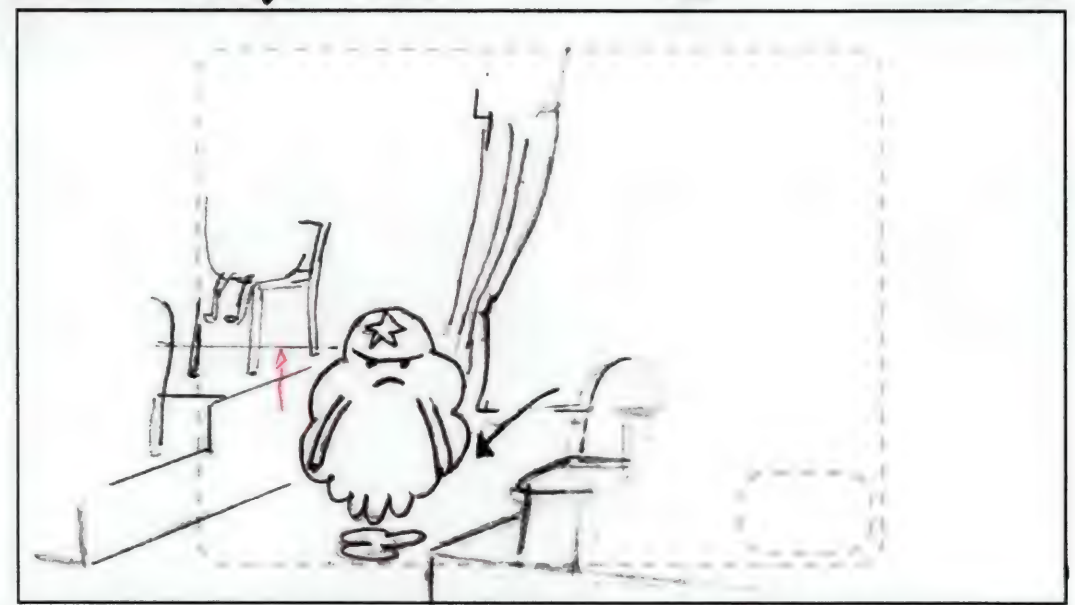


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Sc. 166 Pnl. A Bg. day night



Sc. 166 *cut* Pnl. B Bg. day night



Dialog: <u>Viola:</u> --- had that brightness		<u>Viola:</u> But now i see that
Action: start pose.		LSP comes down the aisle. She pauses.
Timing:		

JUN 09 2015

Production :

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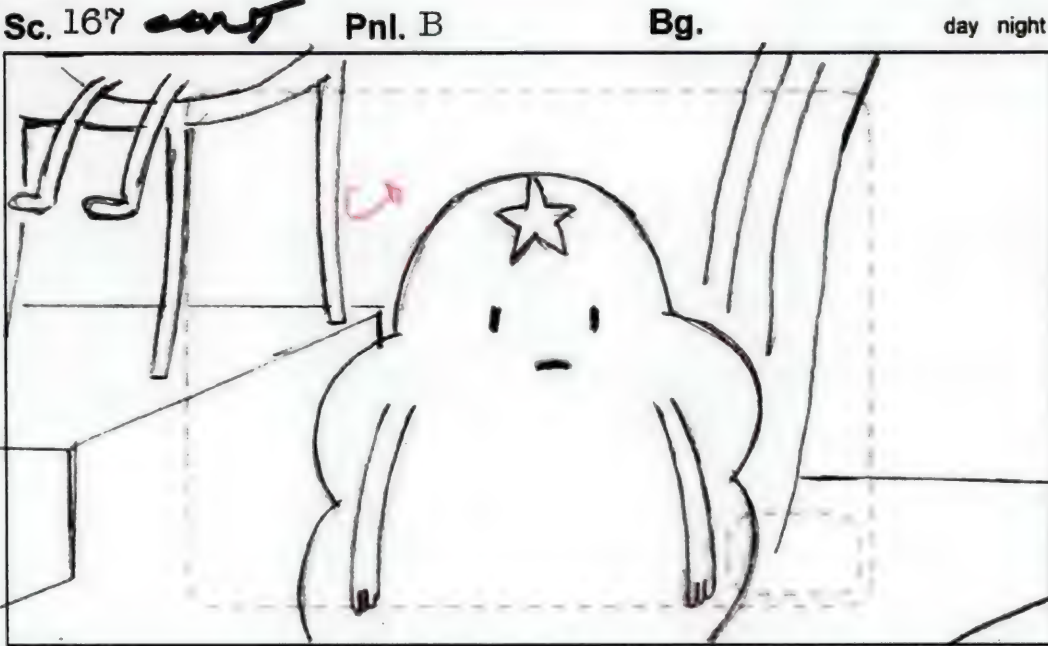
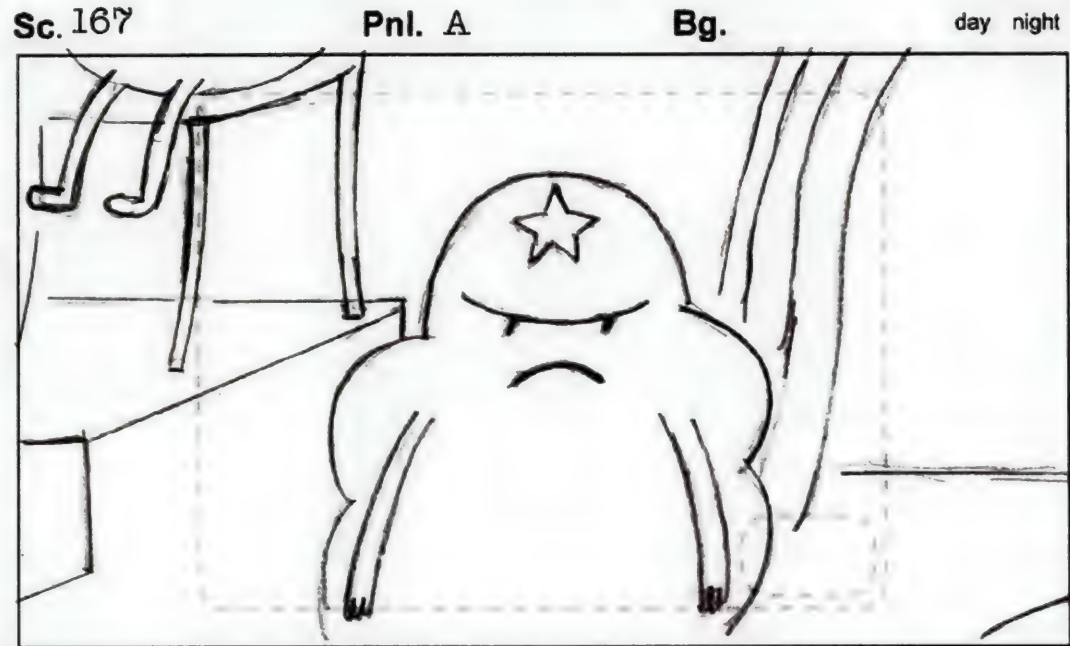
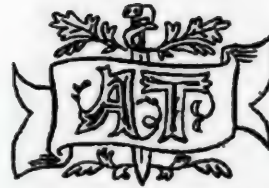
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ADVENTURE TIME



Dialog:	<u>Viola</u> (O/S): doesn't matter	
Action:	Close on LSP.	LSP changes expression, as Viola's speech continues.
Timing:	JUN 09 2015	

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Production :

ADVENTURE TIME



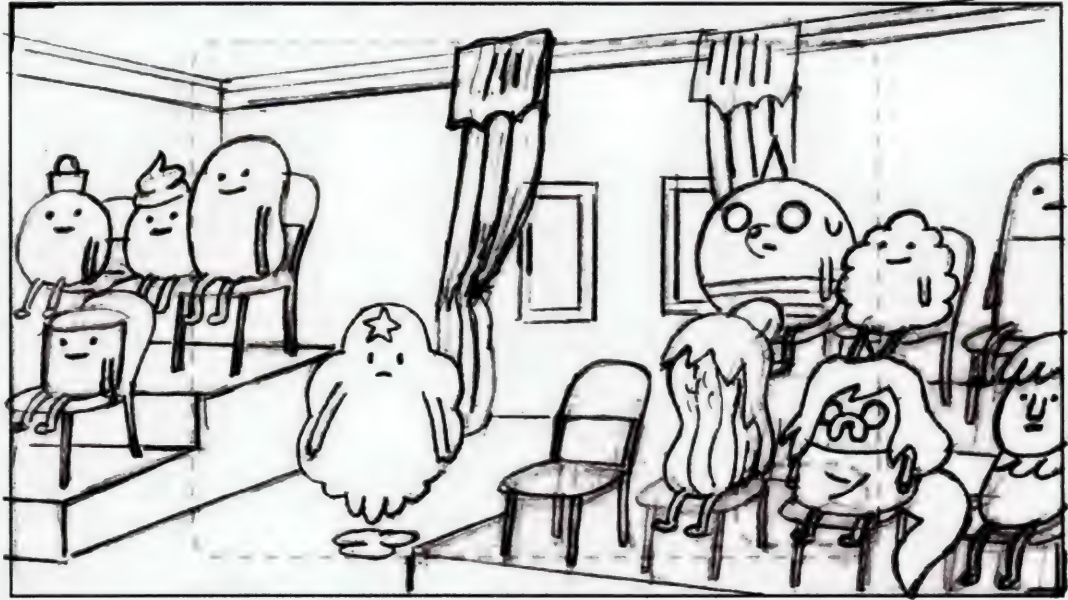
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Sc. 168

Pnl. A

Bg.

day night



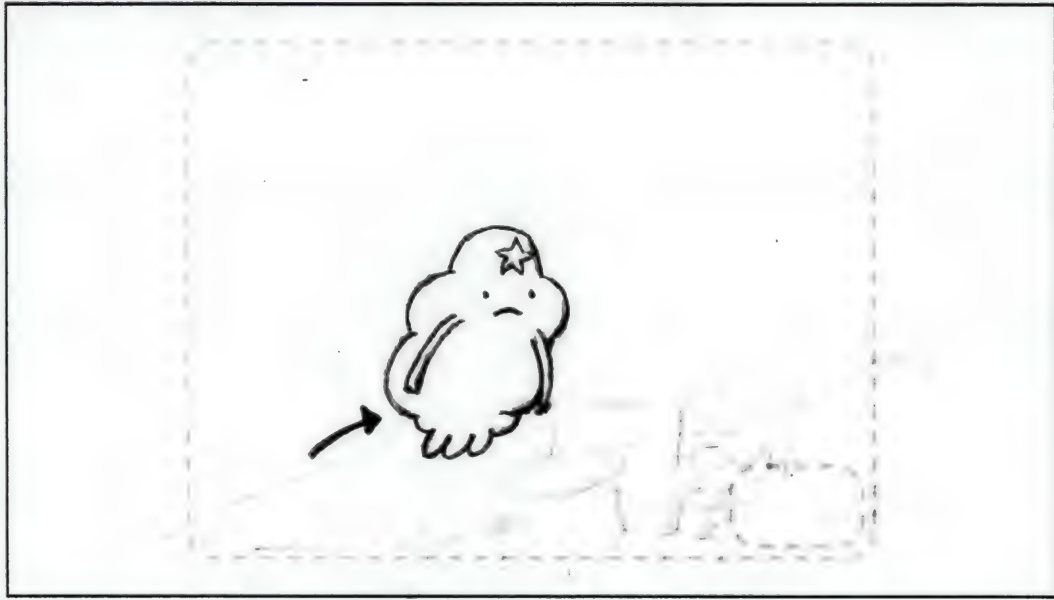
Sc. 168

cont

Pnl. B

Bg.

day night



<p>Dialog:</p> <p><u>Viola (O/S):</u> For you have a</p> <p><u>Viola (O/S):</u> different kind</p>
<p>Action:</p> <p>LSP quietly takes a seat ...</p> <p>JUN 09 2015</p>
<p>Timing:</p>

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ADVENTURE TIME



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Sc. 168 *cont* Pnl. C

Bg.

day night

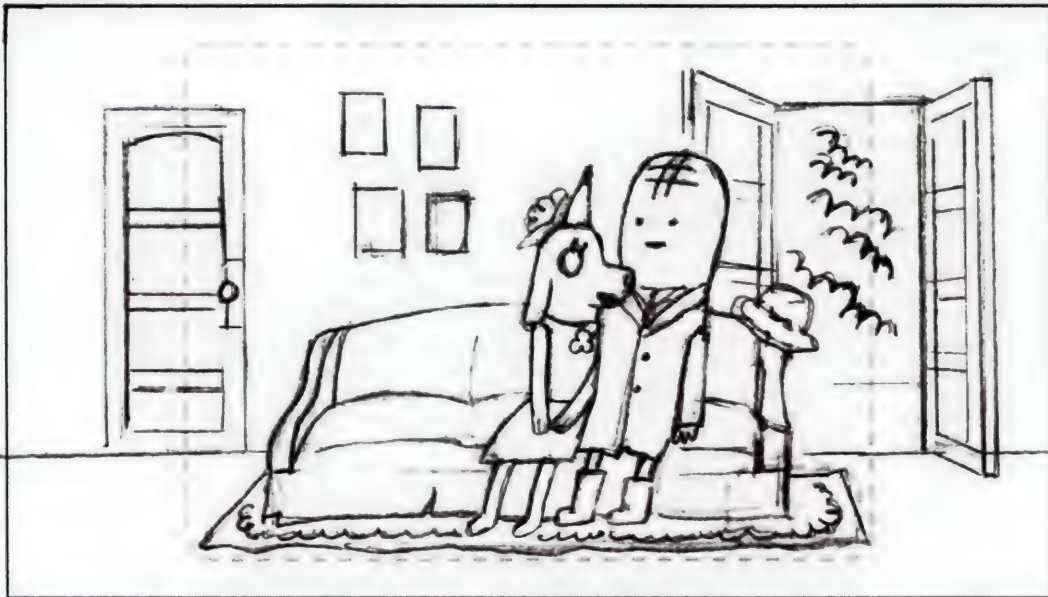


Sc. 169

Pnl. A

Bg.

day night



Dialog: Viola (O/S): of brightness

Viola: A Kindness

Action: ... and watches the play -- an attentive look on her face.

cont. Viola's speech.

JUN 09 2015

Timing:

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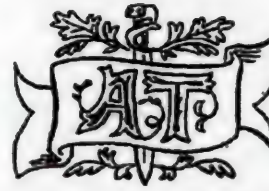
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ADVENTURE TIME

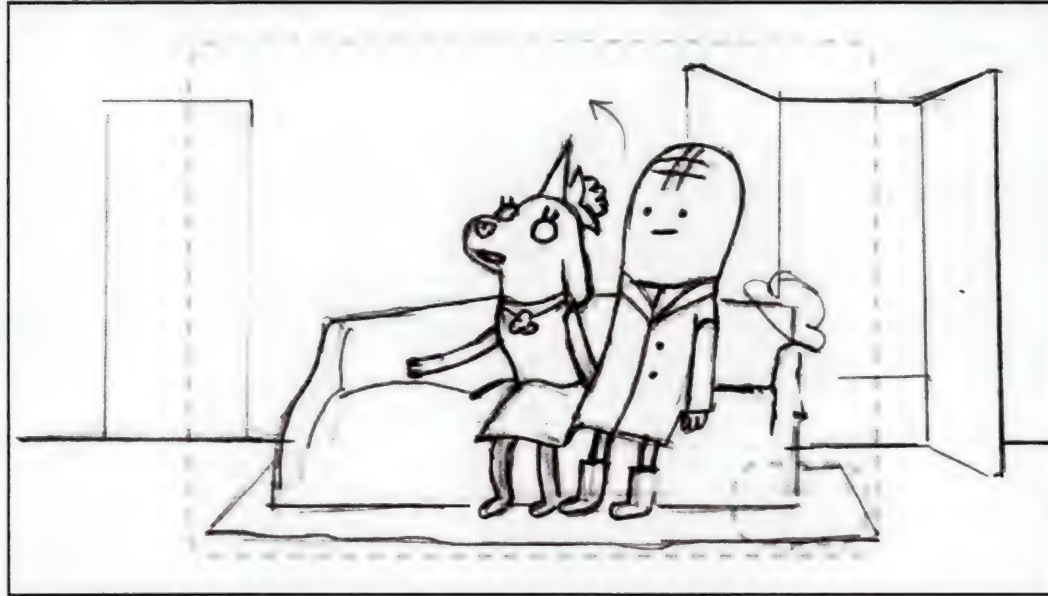


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Sc. 169 *cont* Pnl. B

Bg.

day night



Sc. 169 *cont* Pnl. C

Bg.

day night



Dialog:

Viola: that will always make the cold ham

Action:

- VIOLA RISES TO HER FEET.

JUN 09 2015

Timing:

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Production :

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ADVENTURE TIME



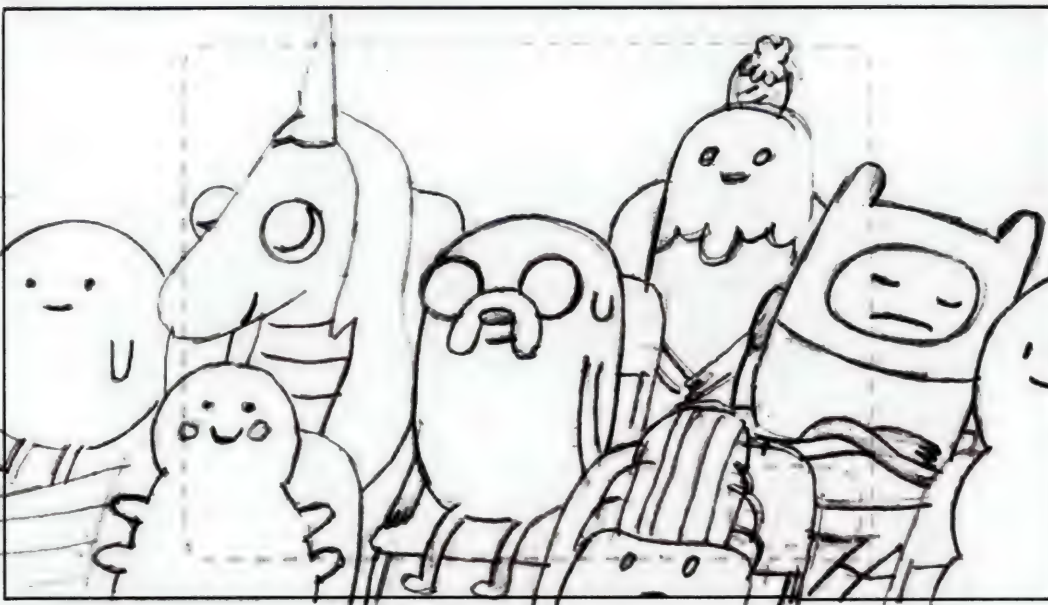
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Sc. 170

Pnl. A

Bg.

day night

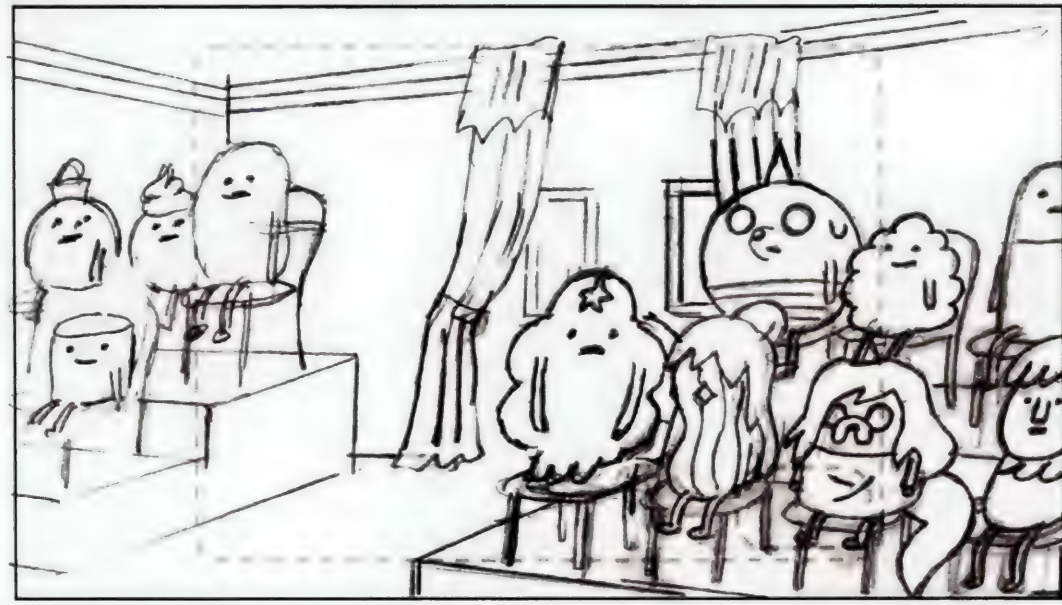


Sc. 171

Pnl. A

Bg.

day night



Dialog: Viola (O/S): and bitter rain of England ---

Viola (O/S): --- seem like hot tea,

Action: ~ Another shot of Jake. Finn is now totally asleep.

Another shot of LSP -- looking serious, but not angry.

JUN 09 2015

Timing:

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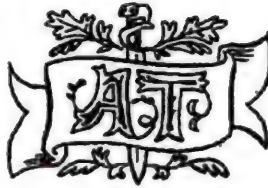
Production :

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ADVENTURE TIME



Sc. 171 *cont*

Pnl. B

Bg.

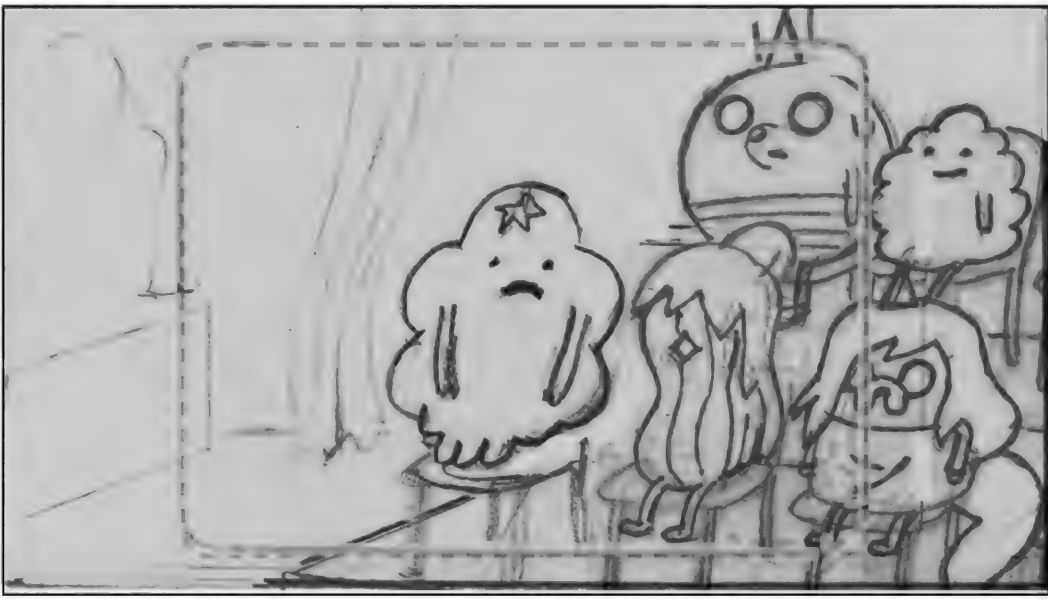
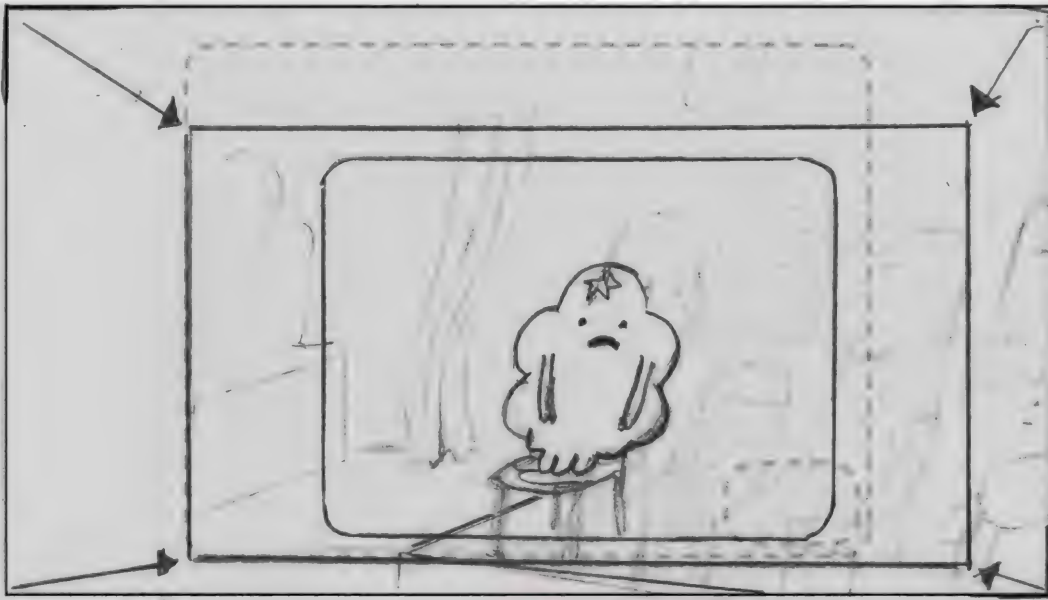
day night

Sc. 171 *cont*

Pnl. C

Bg.

day night



Dialog:	<p>start</p> <p>Viola (O/S): --- and warm biscuits,</p>
Action:	<p>Truck in on LSP.</p> <p>JUN 09 2015</p>
Timing:	

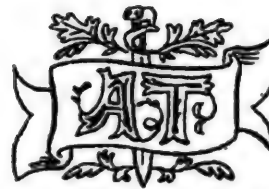
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Production :

ADVENTURE TIME



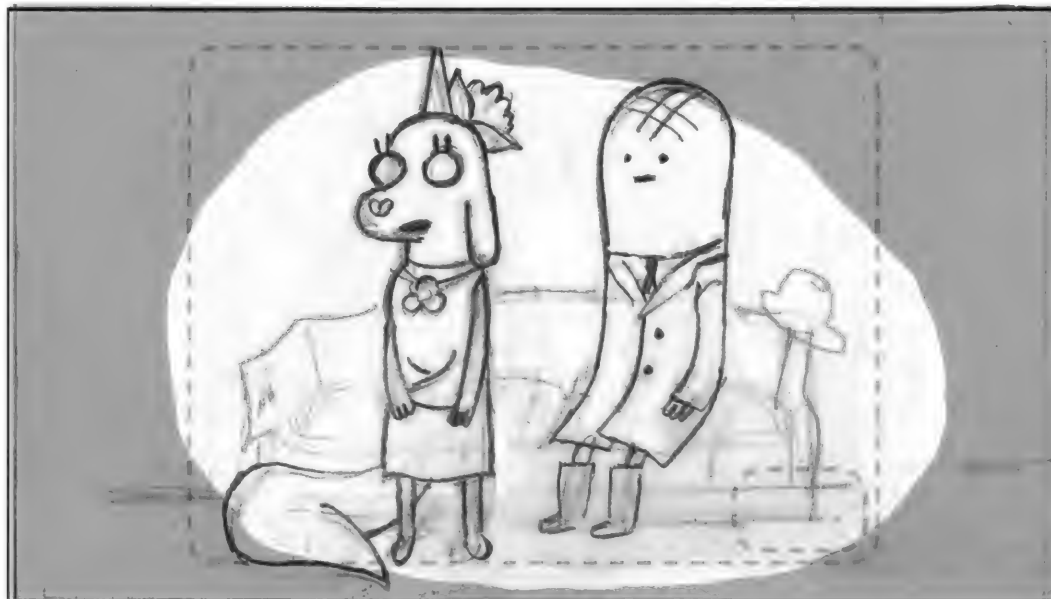
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Sc. 172

Pnl. A

Bg.

day night



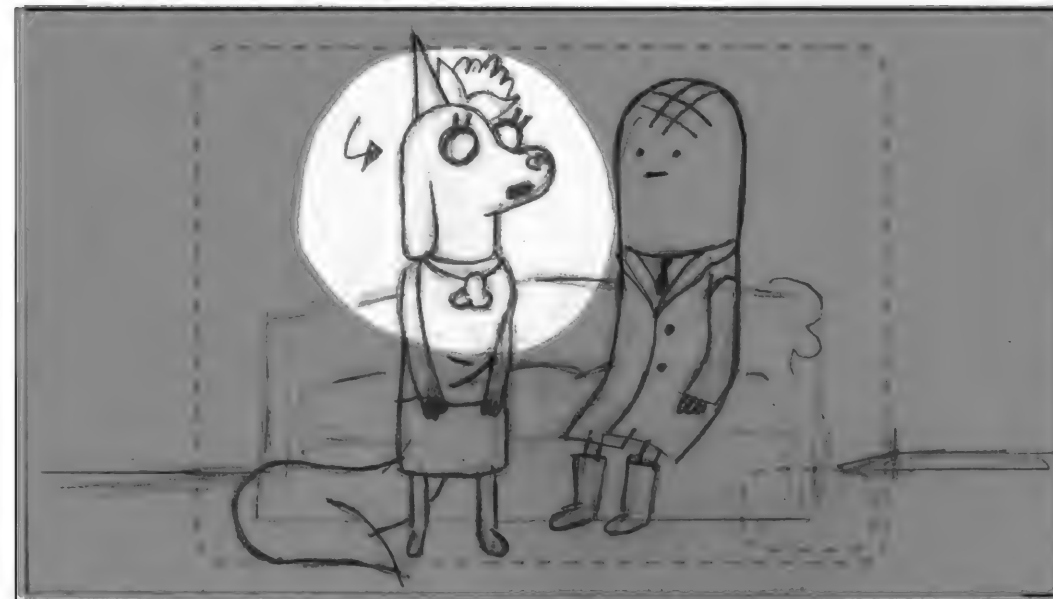
Sc. 172

cont

Pnl. B

Bg.

day night



1034-223

EPISODE #

1034/223

Production :

Dialog:

Viola: --- and sweet strawberry jam ...

Viola: ... and summer showers.

Action:

A spotlight focuses on Viola as she finishes her speech.

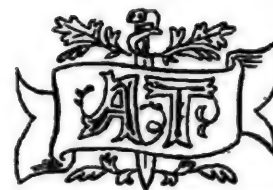
(The last line of the play.)

JUN 09 2015

Timing:

1034/223

ADVENTURE TIME



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Sc. 172 *cont*

Pnl. C

Bg.

day night



Sc. 172 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Dramatically the lights go out at the end of the play,
as the curtain comes down.

JUN 19 2015

Timing:

1034-223

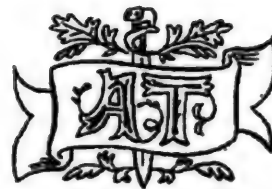
EPISODE #

Production :

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ADVENTURE TIME



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Sc. 172 *cont* Pnl. E Bg. day night

Sc. 172 *cont* Pnl. F Bg. day night

Dialog:	<u>Audience</u> (O/S): clap clap	<u>Audience</u> (O/S): clap clap clap
Action:		
Timing:		

JUN 09 2015

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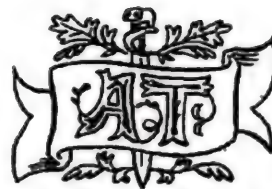
Production :

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ADVENTURE TIME



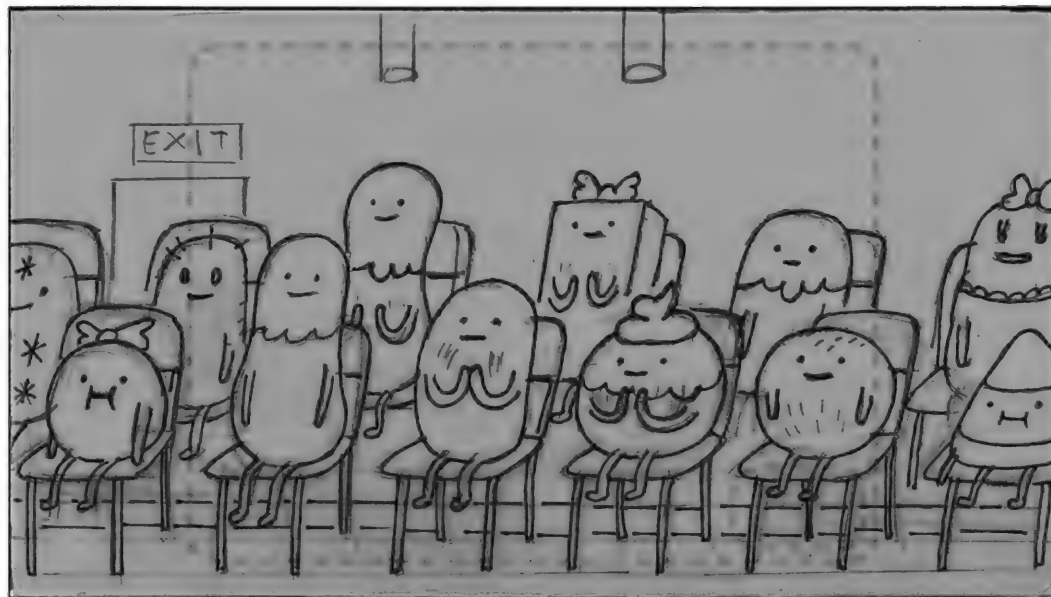
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Sc. 173

Pnl. A

Bg.

day night



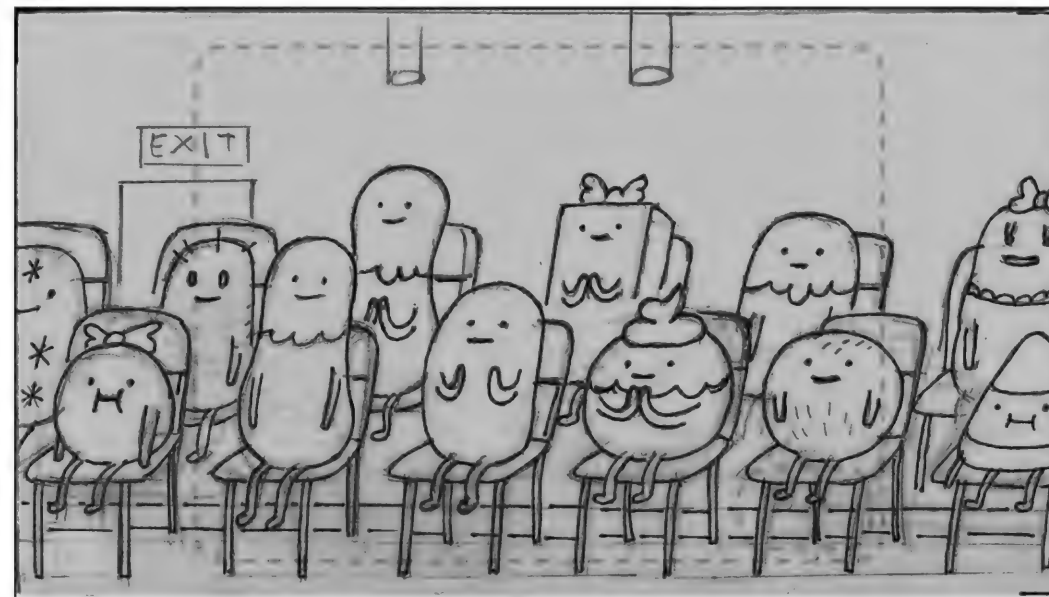
Sc. 173

cont

Pnl. B

Bg.

day night



Dialog:

Audience: clap clap

Audience: clap clap clap

Action:

A shot of part of the audience. Some are applauding, politely.

(The lights quickly start to come back up.)

JUN 09 2015

Timing:

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Production :

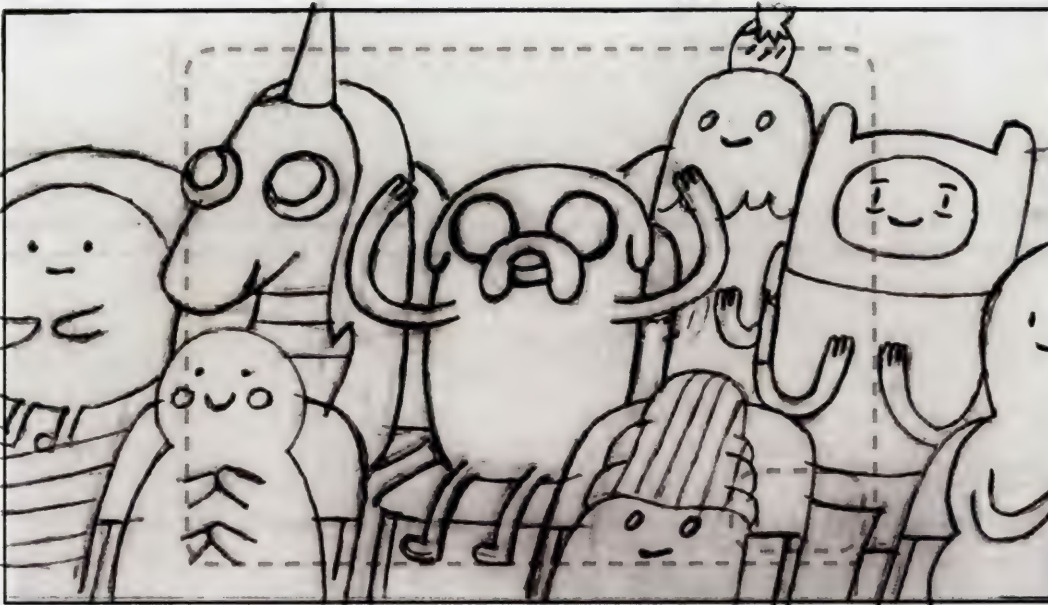
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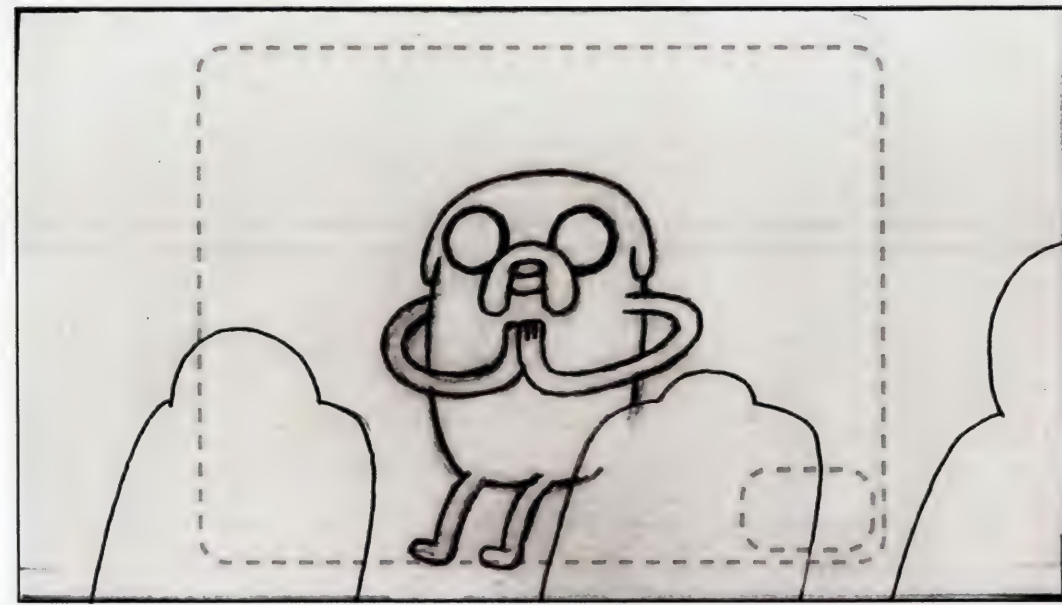


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Sc. 174 Pnl. A Bg. day night



Sc. 174 *cont* Pnl. B Bg. day night



Dialog: <u>Jake:</u> Whoo!!! CLAP CLAP CLAP CLAP CLAP ...		<u>Jake:</u> Viola! CLAP CLAP CLAP CLAP CLAP ...	
Action: Jake applauds enthusiastically. (A) A/B cycle		(B)	
Timing:		JUN 09 2015	

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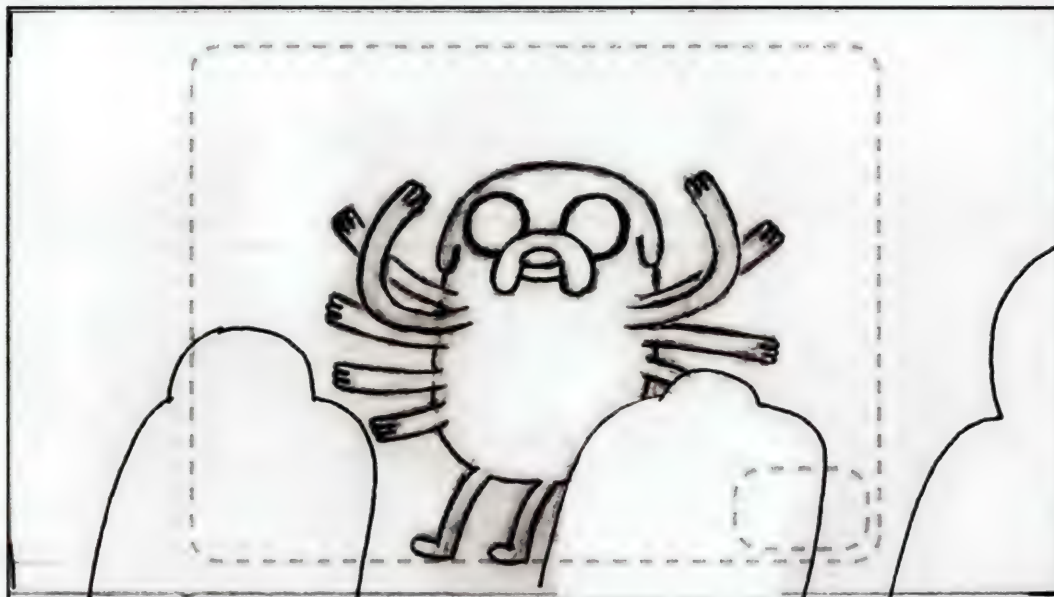
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Sc. 174 *CONT*

Pnl. C

Bg.

day night

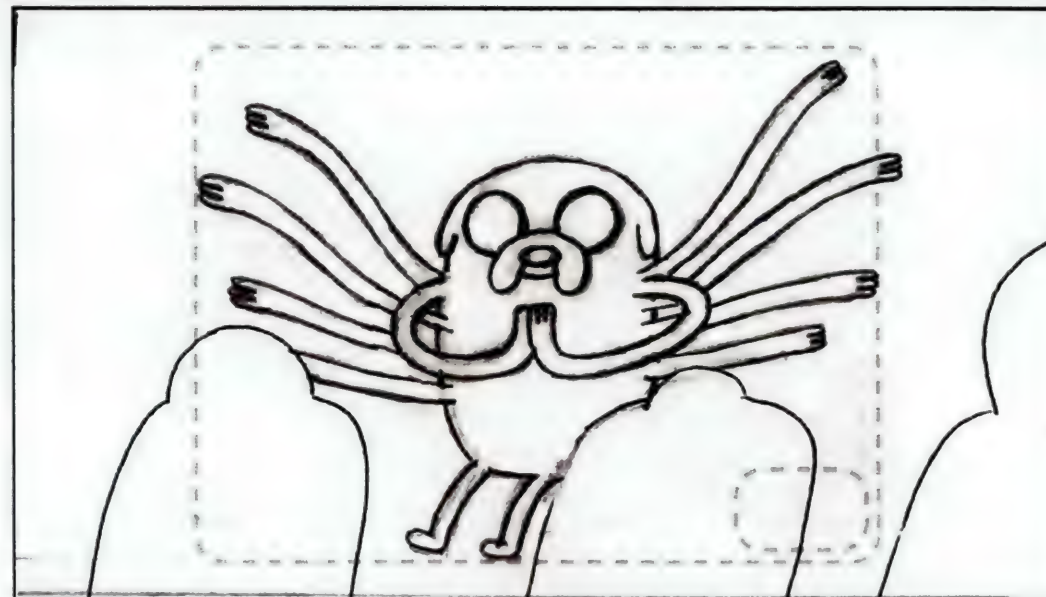


Sc. 174 *CONT*

Pnl. D

Bg.

day night



Dialog:

Jake: CLAP CLAP CLAP CLAP CLAP...

Jake: That's my

CLAP CLAP CLAP CLAP CLAP...

Action:

Jake gives himself multiple arms...

Timing:

JUN 09 2015

Production :

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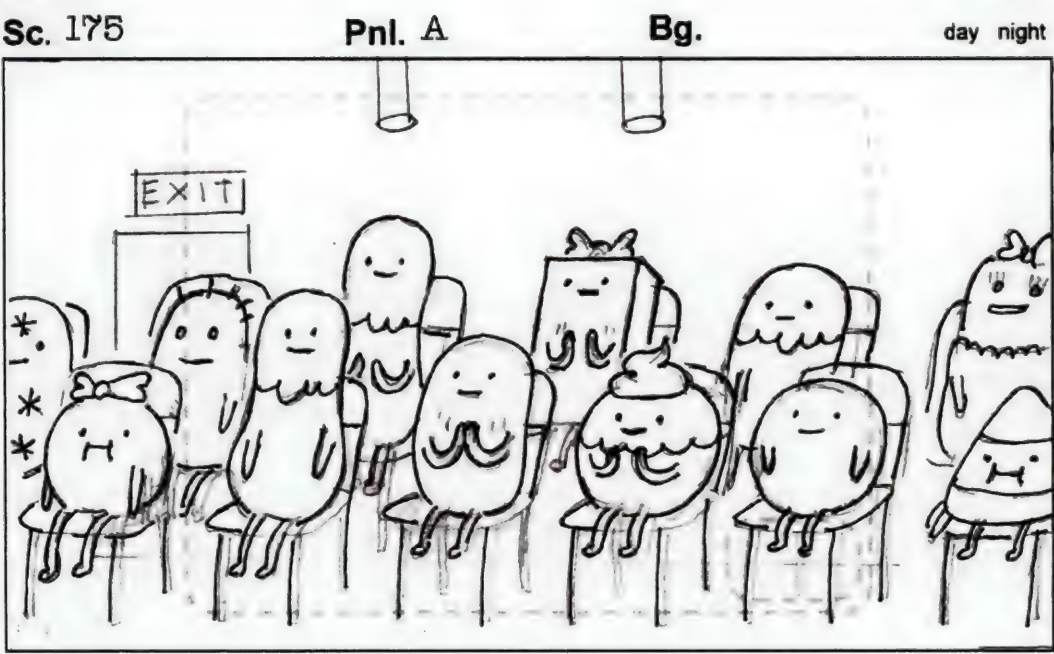
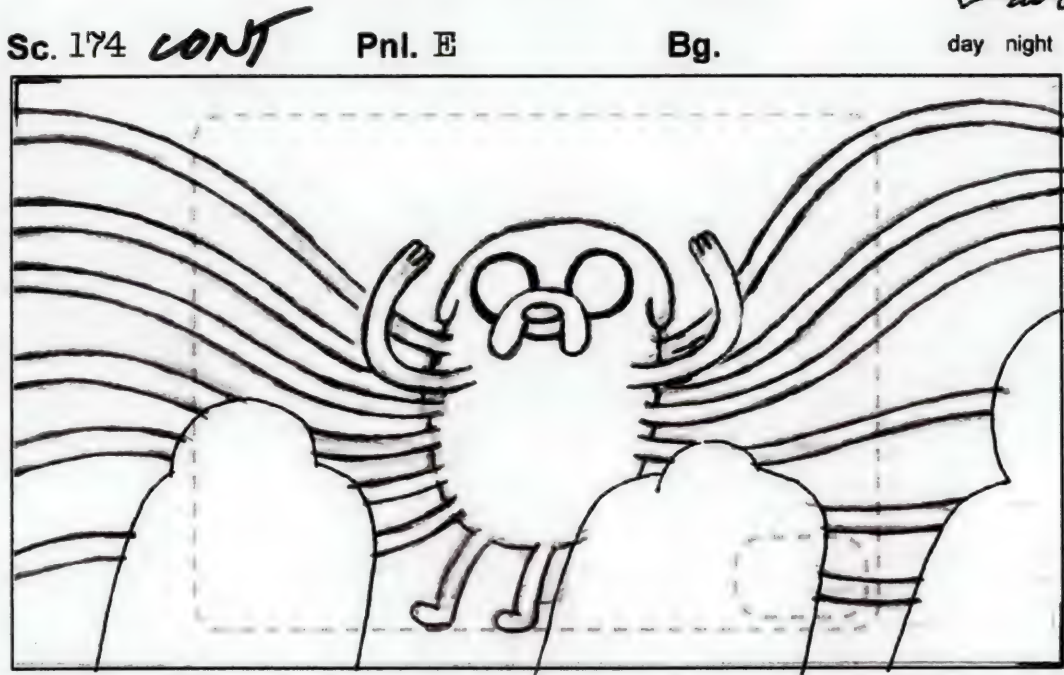
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ADVENTURE TIME



Dialog:	<p><u>Jake</u>: girl!</p> <p>CLAP CLAP CLAP CLAP CLAP ...</p> <p>Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...</p>
Action:	<p>- EXTRA ARMS STRETCH OFF/S.</p> <p>JUN 09 2015</p>
Timing:	

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Production :

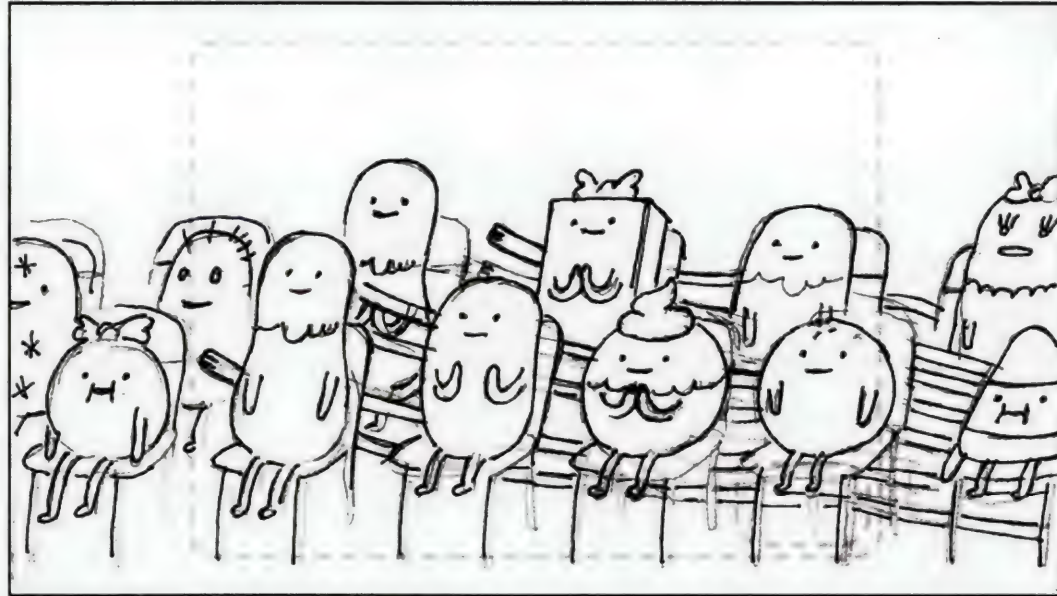
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ADVENTURE TIME

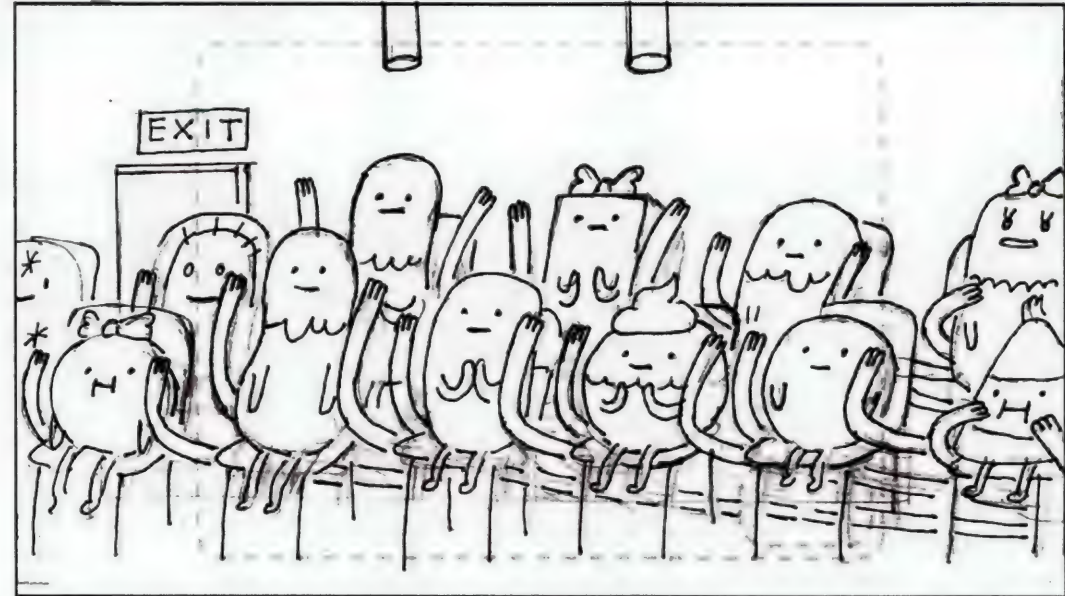


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Sc. 175 *cont* Pnl. B Bg. day night



Sc. 175 *cont* Pnl. C Bg. day night



Dialog:

Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...

Jake (O/S): CLAP CLAP CLAP CLAP CLAP ...

Action:

- Jake's arms go around other members of the audience, to create more clapping hands ...

(A)

JUN 09 2015

Timing:

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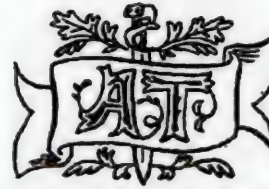
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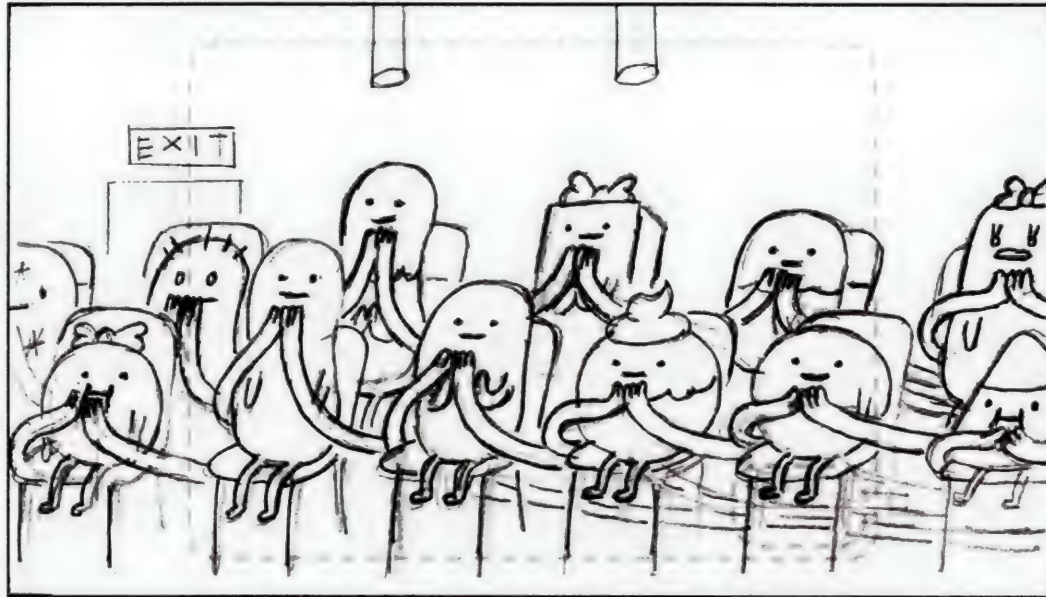
Page 332
NO PG 333
day night

Sc. 175 *CONT*

Pnl. D

Bg.

day night



Sc. 176

Pnl. A

Bg.



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EPISODE #

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Production :

Dialog:

All of Jake's hands: CLAP CLAP CLAP clap CLAP CLAP
clap clap clap CLAP CLAP clap CLAP
CLAP CLAP CLAP CLAP CLAP clap
clap clap clap CLAP CLAP ...

All of Jake's hands (O/S): CLAPPING continues ...

Action:

(B)

The cast members stand on stage.

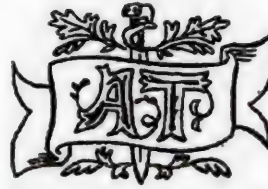
The curtain has been raised for their bows.

JUN 09 2015

Timing:

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ADVENTURE TIME



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Sc. 176 *cont* Pnl. B Bg. day night



Sc. 176 *cont* Pnl. C Bg. day night



Dialog:

All of Jake's hands (O/S): CLAPPING continues ...

All of Jake's hands (O/S): CLAPPING continues ...

Action:

Mr. Cupcake gestures to Viola -- who is obviously the audience favorite.

Crunchy and Citizen Peanut also gesture to Viola.

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Timing:

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ADVENTURE TIME



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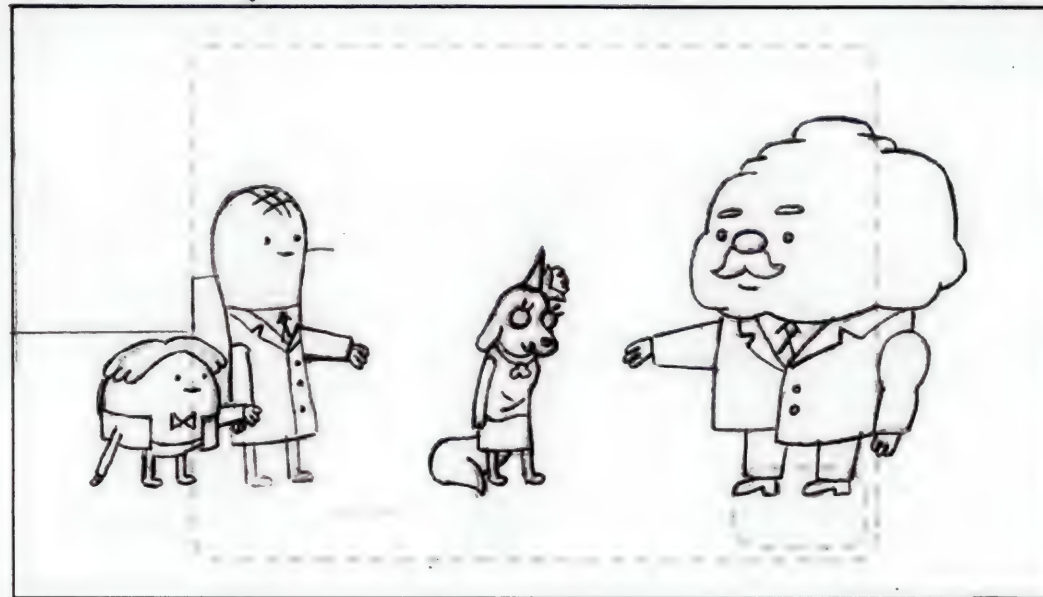
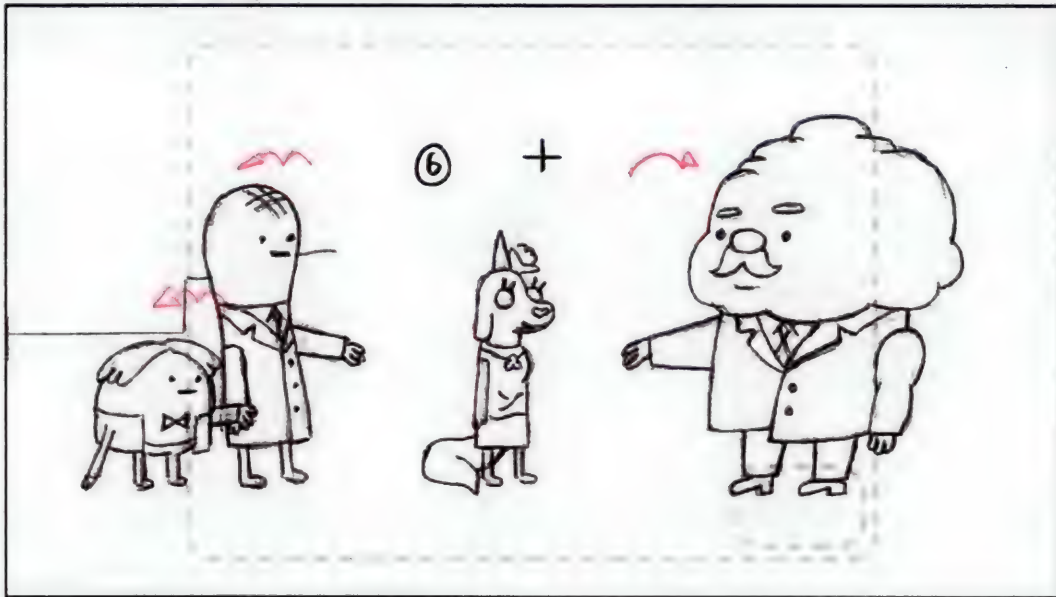
Sc. 176 *cont* Pnl. D

Bg.

day night

Sc. 176 *cont* Pnl. E

Bg.



Dialog:

All of Jake's hands (O/S): CLAPPING continues...

All of Jake's hands (O/S): CLAPPING continues...

Action:

Crunchy / CP / Mr. C step aside.

Viola bows.

Timing:

See 335A for Extra poses

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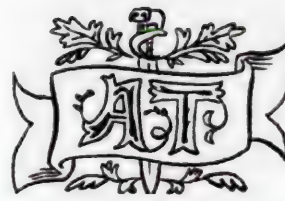
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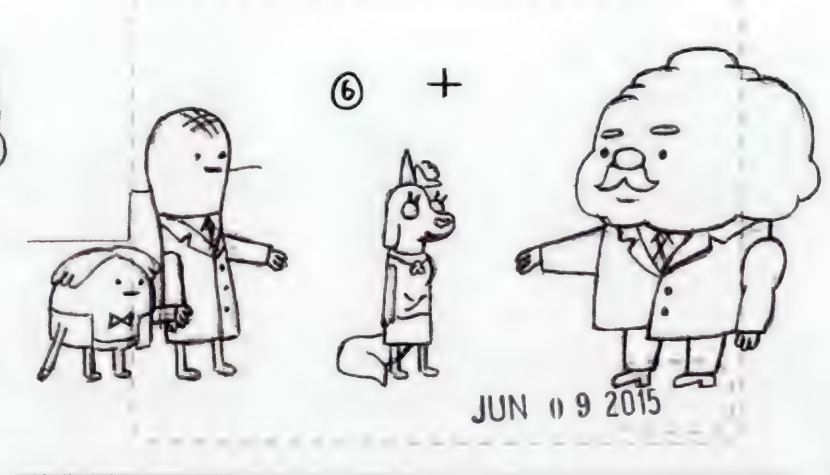
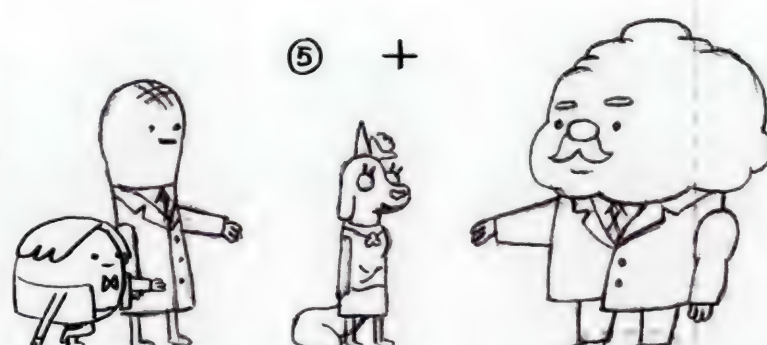
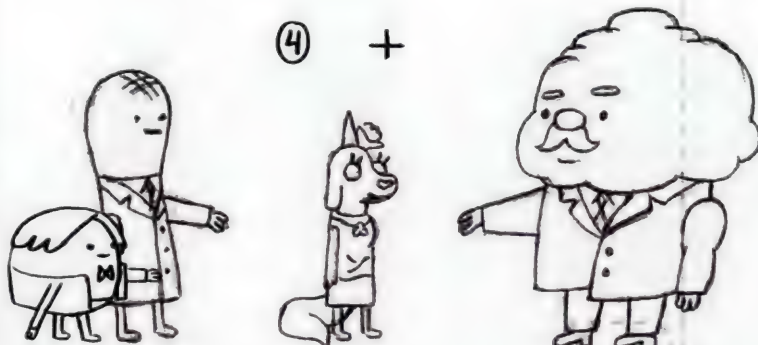
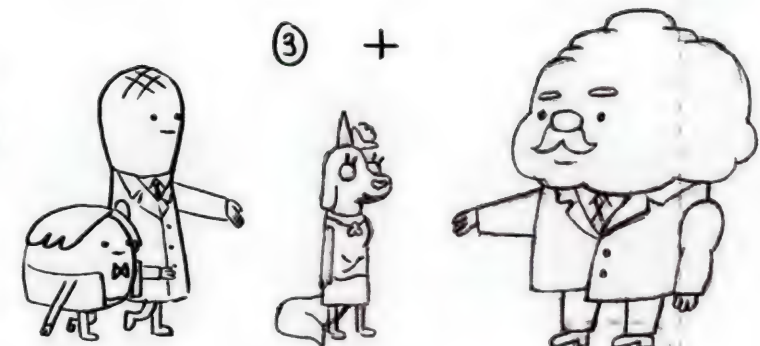
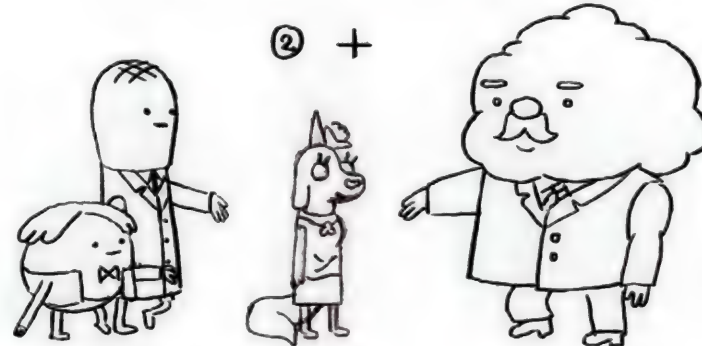
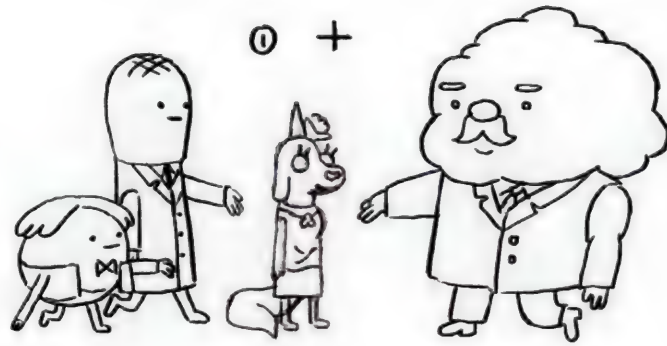
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ADVENTURE TIME



Poses for Sc. 176 Pnl. D

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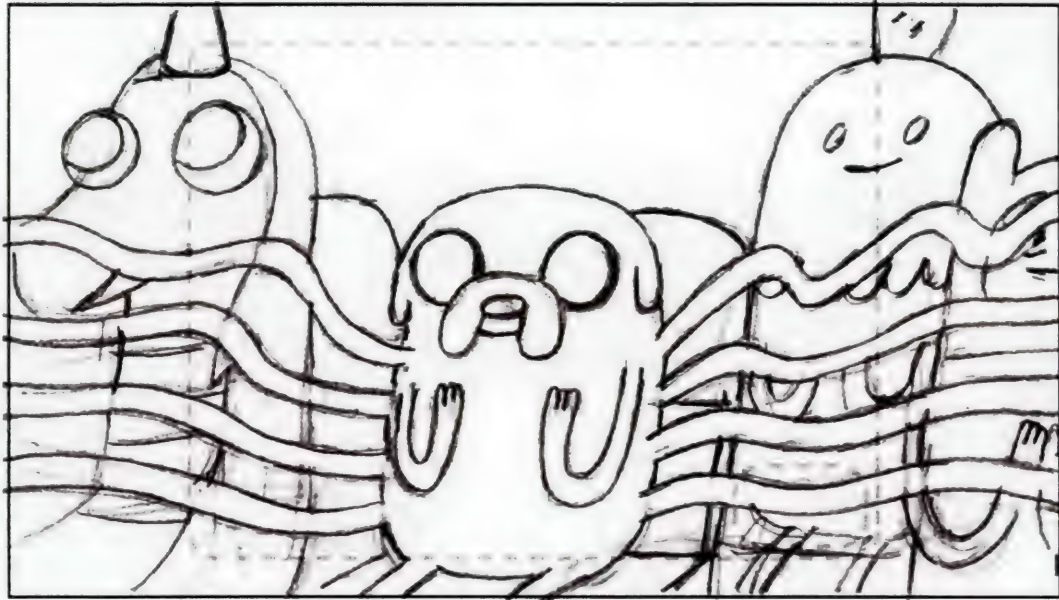
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Sc. 177

Pnl. A

Bg.

day night



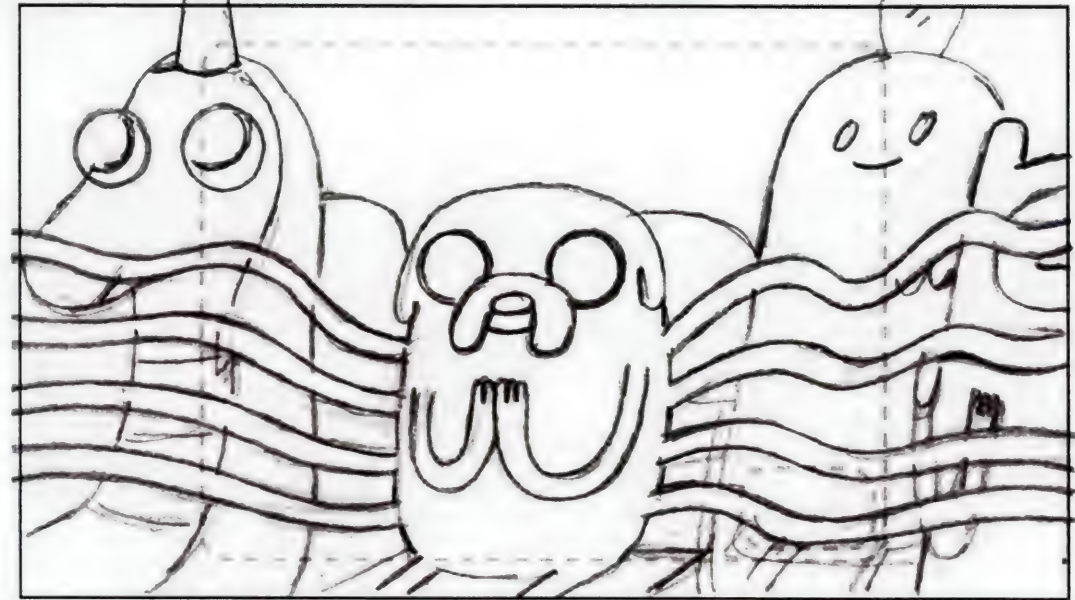
Sc. 177

CONT

Pnl. B

Bg.

day night



Dialog:

All of Jake's hands: CLAPPING continues...

All of Jake's hands: CLAPPING continues...

Action:

Close on Jake.

Timing:

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Production :

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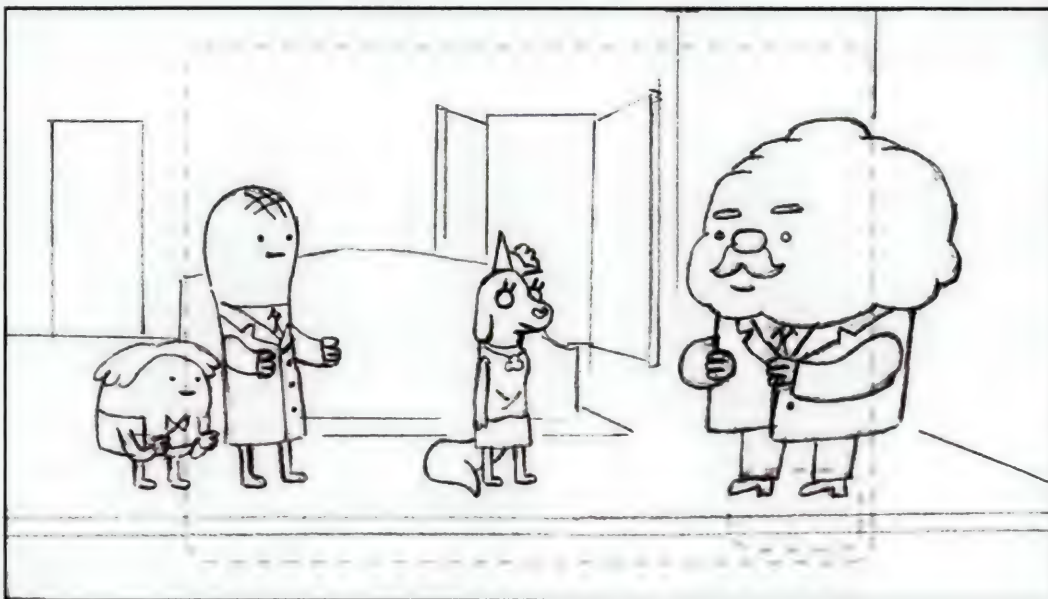
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Sc. 178

Pnl. A

Bg.

day night



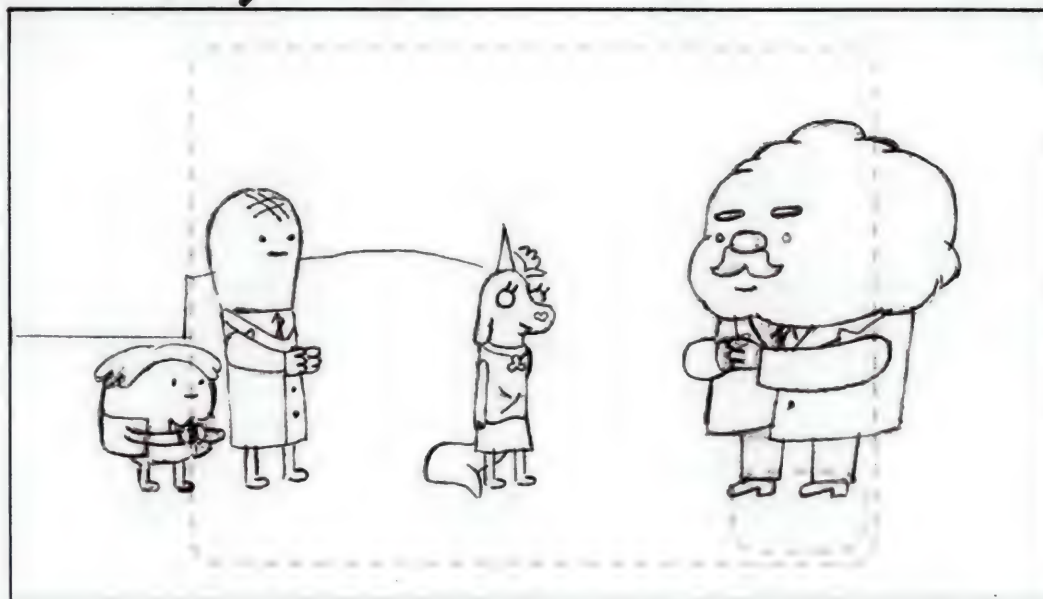
Sc. 178

cont

Pnl. B

Bg.

day night



Dialog:

Everyone claps (Jake. audience, cast members) ...

Everyone claps (Jake. audience, cast members) ...

Action:

The other cast members are now applauding Viola.

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Timing:

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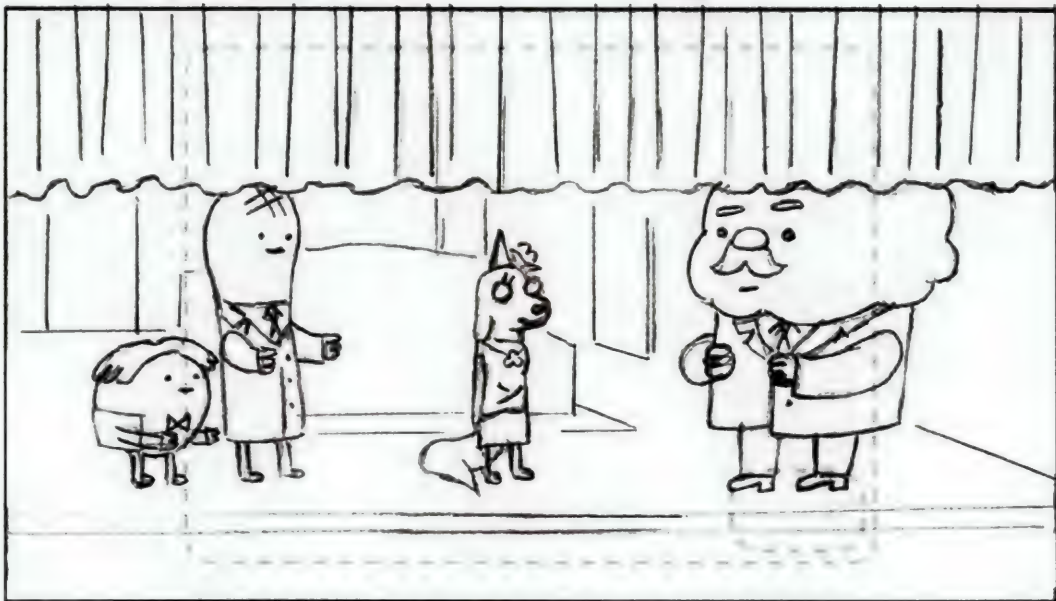
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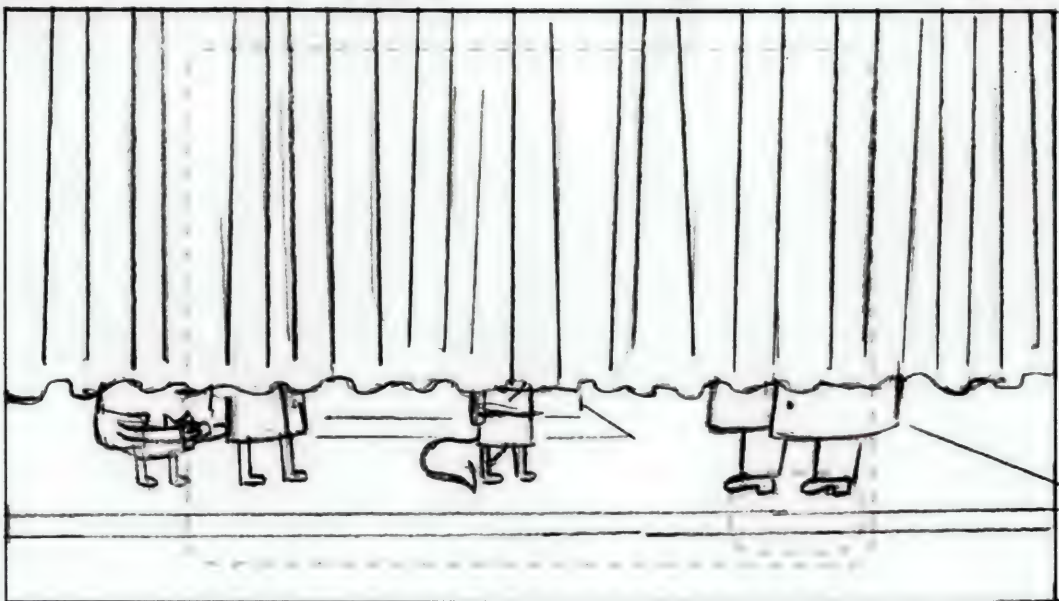


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Sc. 178 *cont* Pnl. C Bg. day night



Sc. 178 *cont* Pnl. D Bg. day night



Dialog:	<u>Everyone claps</u> (Jake. audience, cast members) ...	<u>Everyone claps</u> (Jake. audience, cast members) ...
Action:	The curtain comes down.	
Timing:	JUN 09 2015	

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Sc. 178 *cont* Pnl. E Bg. day night

Sc. 178 *cont* Pnl. F Bg. day night

<p>Dialog:</p> <p><u>Everyone claps</u> (Jake. audience, cast members) ...</p>	<p><u>Everyone claps</u> (Jake. audience, cast members) ...</p>
<p>Action:</p>	
<p>Timing:</p>	

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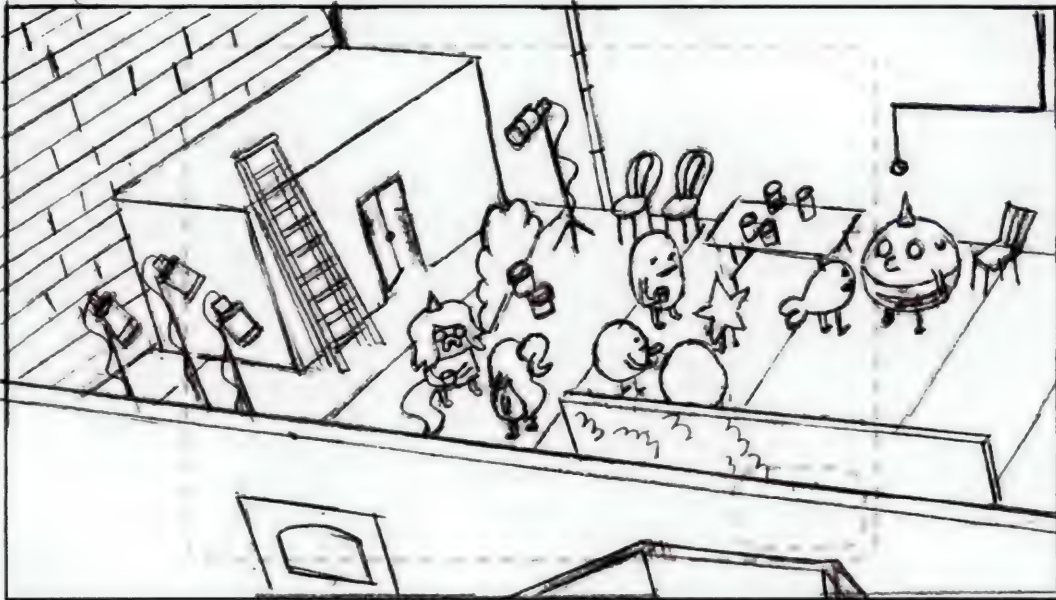


Sc. 179

Pnl. A

Bg.

day night



Sc. 180

Pnl. A

Bg.

day night



Dialog:

SFX: General murmuring, chatting.

Jake: You were great, kid!

Action: _ Wide shot of backstage, after the show.

In the star's dressing room.

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Timing:

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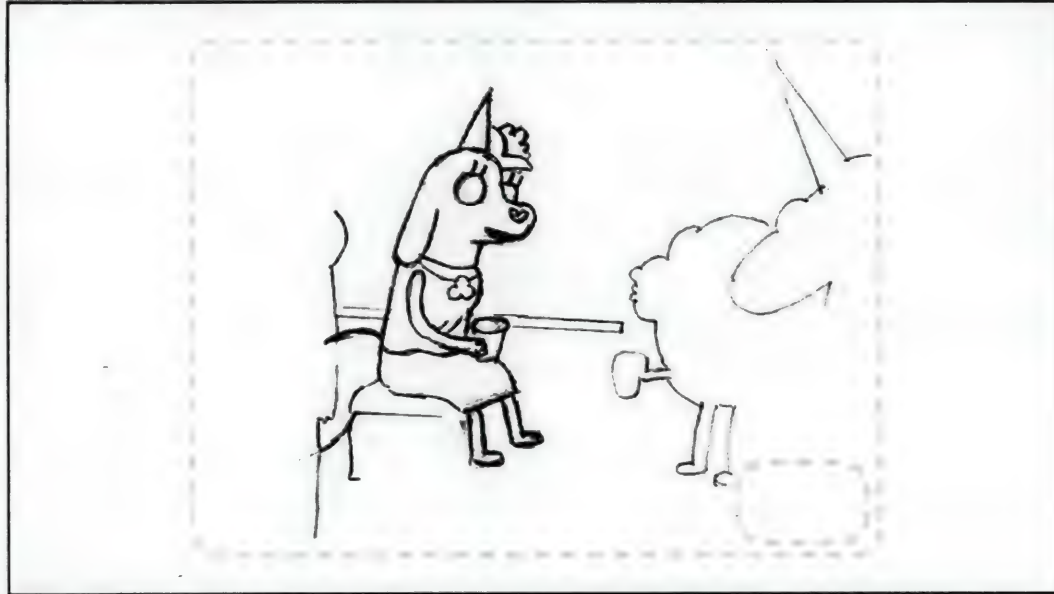
Production :

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Sc. 180 *cont* Pnl. B Bg. day night



Sc. 180 *cont* Pnl. C Bg. day night



<p>Dialog:</p> <p><u>Viola</u>: Aw, thanks! But ---</p> <p><u>Viola</u>: --- it's not as if I wrote the play. That ---</p> <p><u>SFX</u>: * SLAM *</p>
<p>Action:</p> <p>JUN 09 2015</p>
<p>Timing:</p>

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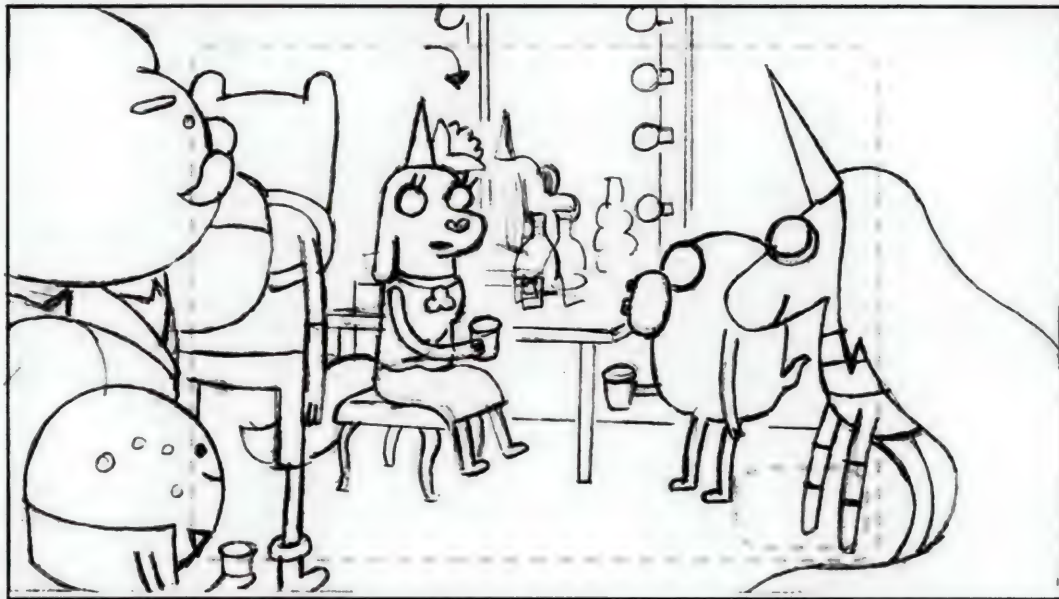
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Sc. 180 *cont*

Pnl. D

Bg.

day night

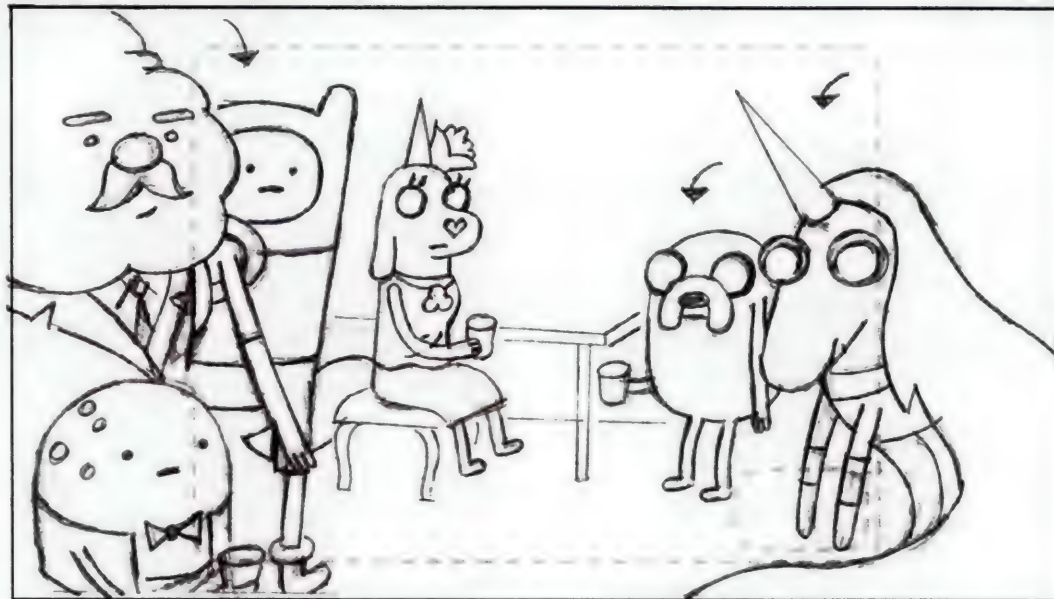


Sc. 180 *cont*

Pnl. E

Bg.

day night



Dialog:

Viola: --- was ... [she trails off]

Action:

Viola turns, and sees LSP entering.

The others turn and see LSP.

JUN 09 2015

Timing:

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Sc. 181

Pnl. A

Bg.

day night



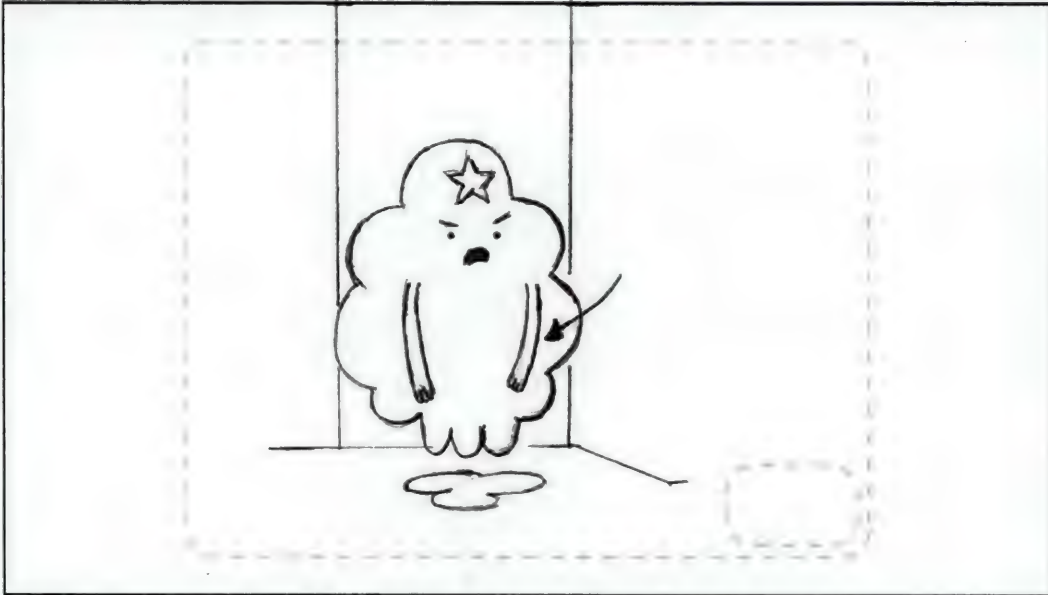
Sc. 181

cont

Pnl. B

Bg.

day night



Dialog:

LSP: I should be mad ...

Action:

— LSP looks intense and thoughtful.

Timing:

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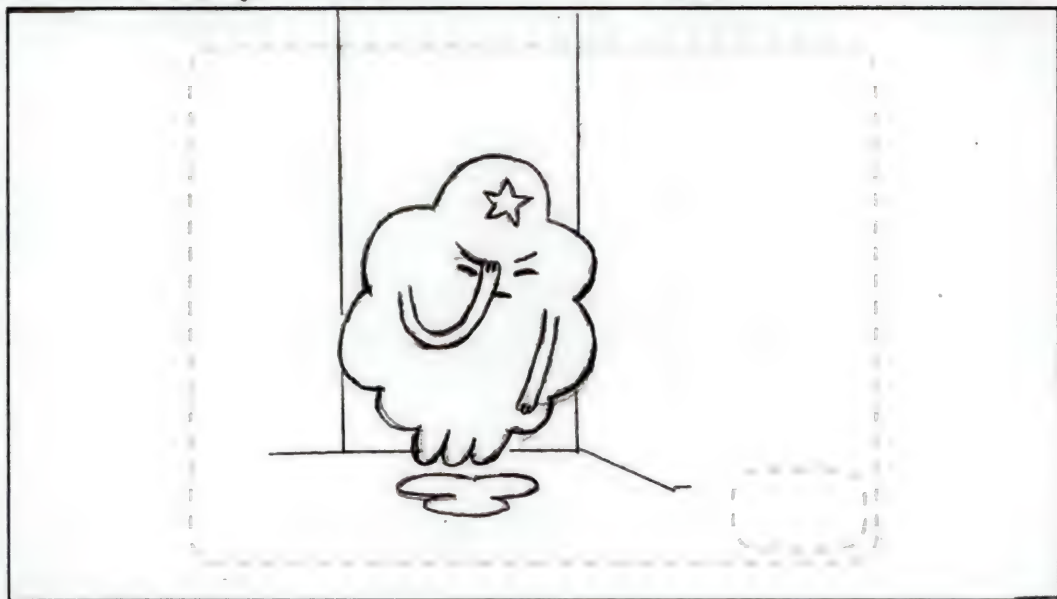
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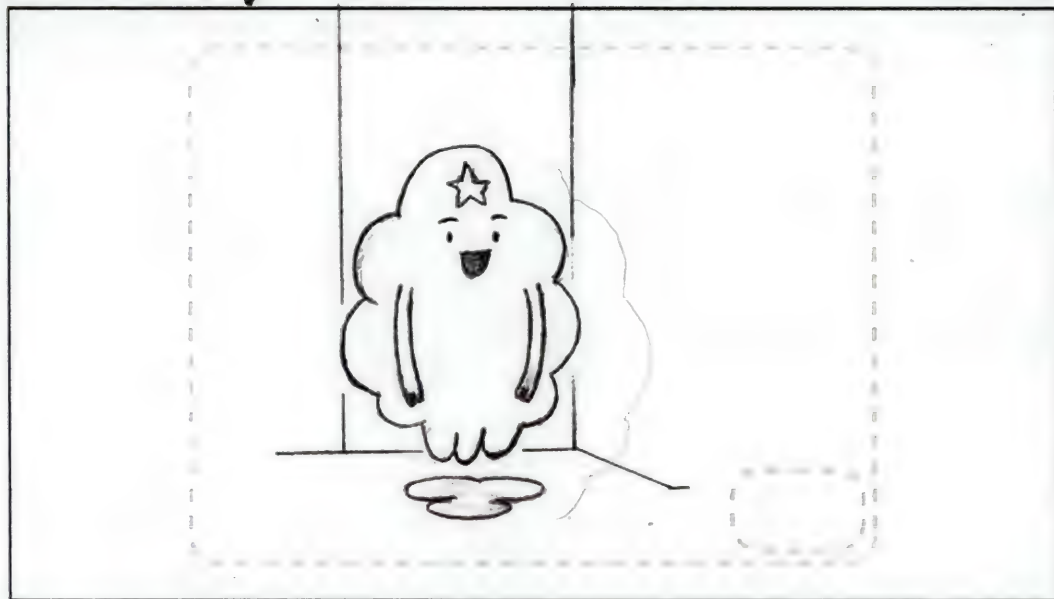


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Sc. 181 *cont* Pnl. C Bg. day night



Sc. 181 *cont* Pnl. D Bg. day night



Dialog:

. . .

LSP: ... but you were ---

Action:

LSP looks down dramatically for a beat.

LSP brightens up ...

Timing:

JUN 09 2015

Production :

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Sc. 181 *CONT*

Pnl. E

Bg.

day night

Sc. 181 *CONT*

Pnl. F

Bg.

day night



Dialog:

LSP: ... **SO** ...

LSP: ... **AMAZING!** !!

Action:

... then she looks really pleased!

Timing:

JUN 09 2015

Production :

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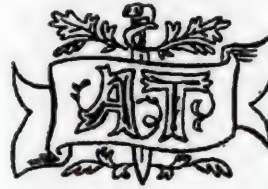
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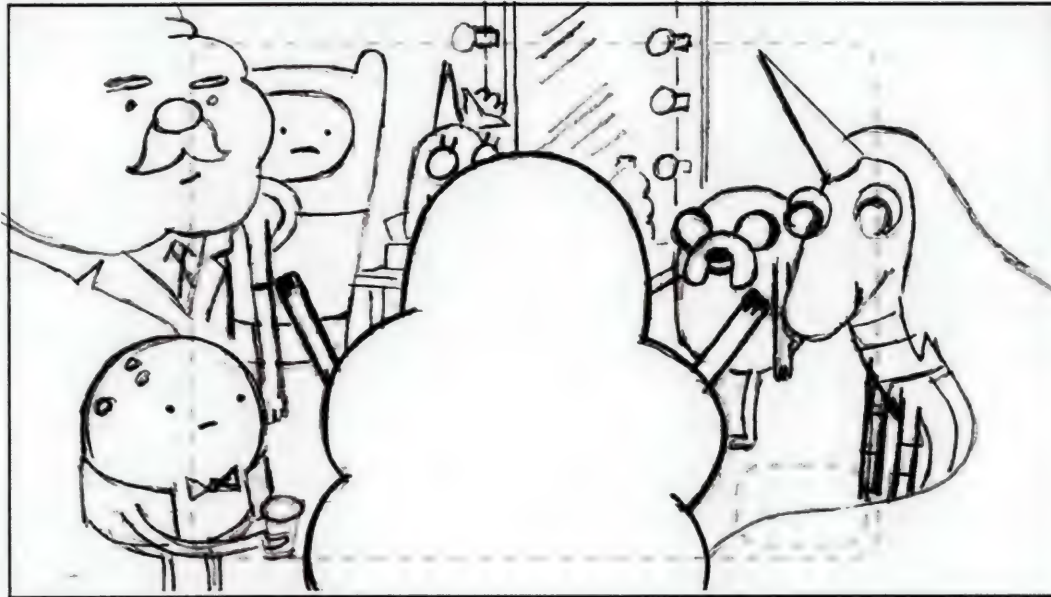


Sc.182

Pnl. A

Bg.

day night



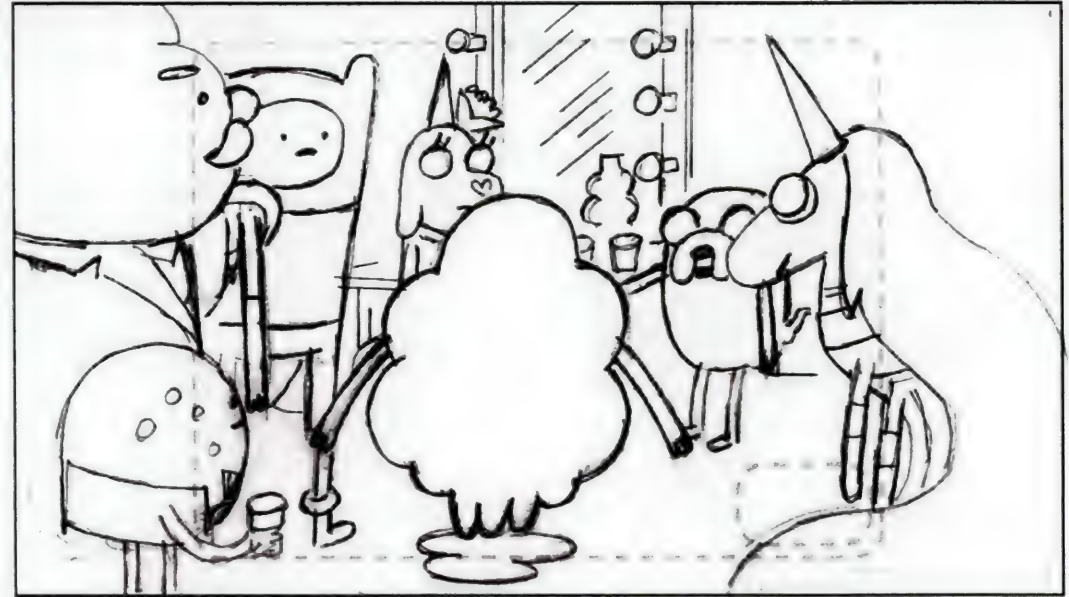
Sc.182

cont

Pnl. B

Bg.

day night



Dialog:

Jake: she's quite ---

Jake: --- the actress ...

Action:

Timing:

JUN 09 2015

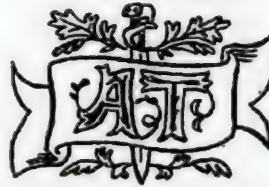
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EPISODE #

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Production :

ADVENTURE TIME



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Sc. 183

Pnl. A

Bg.

day night



Sc. 183 *cont*

Pnl. B

Bg.

day night



Dialog:

LSP: WHAT- No, the acting was fine,

LSP: --- but THE RAIN!

Action:

Timing:

JUN 09 2015

EPISODE #

Production :

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ADVENTURE TIME



Page 348

Sc.183 *cont*

Pnl. C

Bg.

day night



Sc.183 *cont*

Pnl. D

Bg.

day night



Dialog:

LSP: IT LOOKED

LSP:

SO REAL ON THE OVERCOATS!

Action:

Timing:

JUN 09 2015

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Production :

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ADVENTURE TIME



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Sc. 183 *CONT* Pnl. E Bg. day night



Sc. 183 *CONT* Pnl. F Bg. day night



Dialog:

LSP: HOW DID YOU DO IT?

LSP: THIS PLAY ---

Action:

Timing:

JUN 09 2015

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Production :

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ADVENTURE TIME



Page 350

Sc. 183 *CONT*

Pnl. G

Bg.

day night



Sc. 184

Pnl. A

Bg.

day night



Dialog:

. . .

LSP: is gonna

Action:

[LSP exit]

[Start pose]

Timing:

JUN 09 2015

Production :

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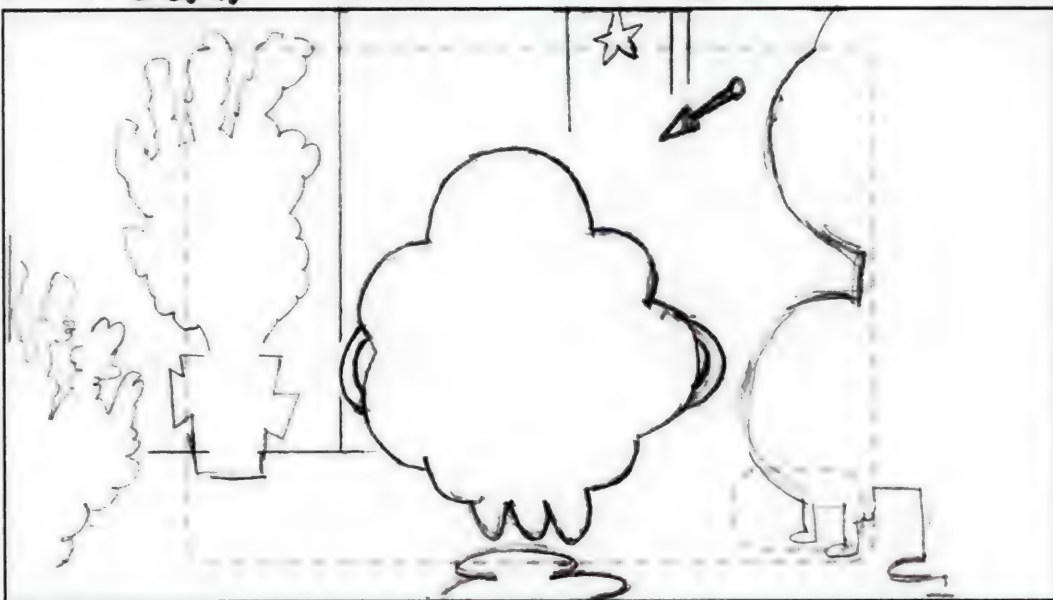
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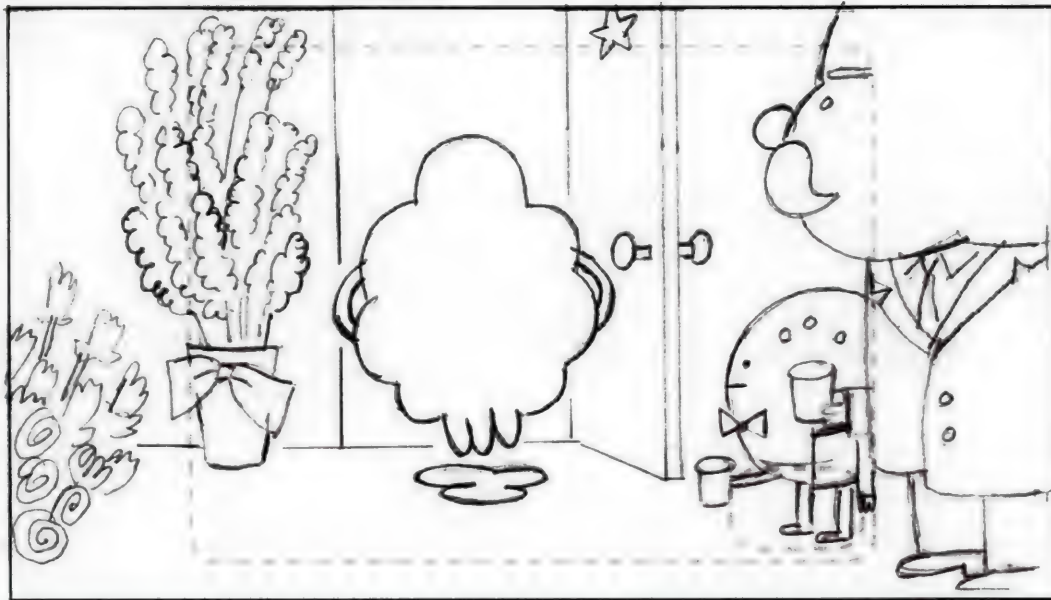


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Sc. 184 *cont* Pnl. B Bg. day night



Sc. 184 *cont* Pnl. C Bg. day night



<p>Dialog:</p> <p><u>LSP:</u> --- RUN FOR ---</p>	<p><u>LSP:</u> 20</p>
<p>Action:</p>	
<p>Timing:</p>	

JUN 09 2015

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Sc. 184 *CONT*

Pnl. D

Bg.

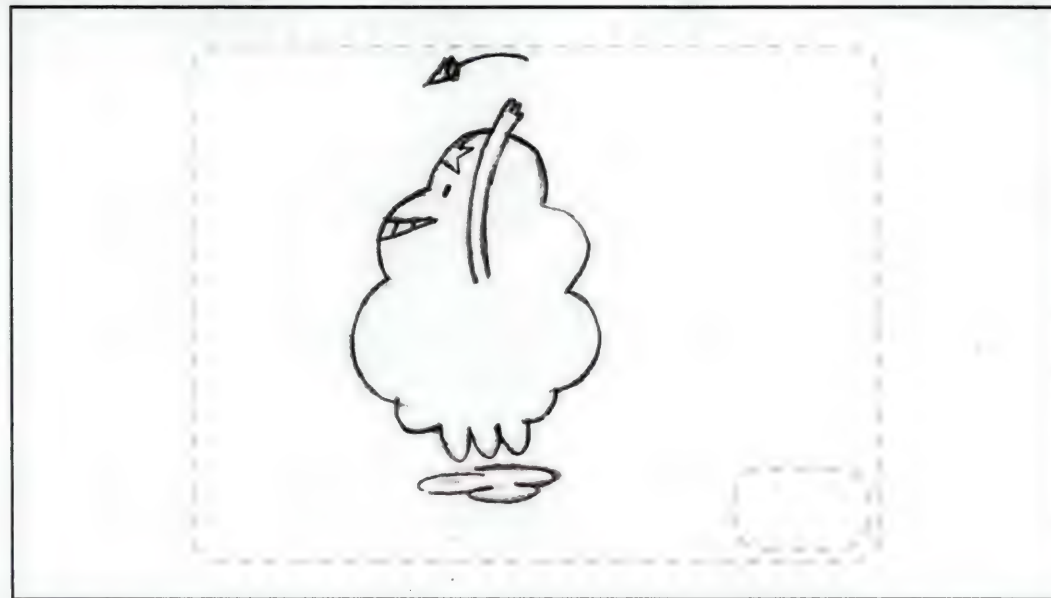
day night

Sc. 184 *CONT*

Pnl. E

Bg.

day night



Dialog:

LSP: YEARS!

Action:

LSP spins around happily, on her way out the door.

Timing:

JUN 09 2015

Production :

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ADVENTURE TIME

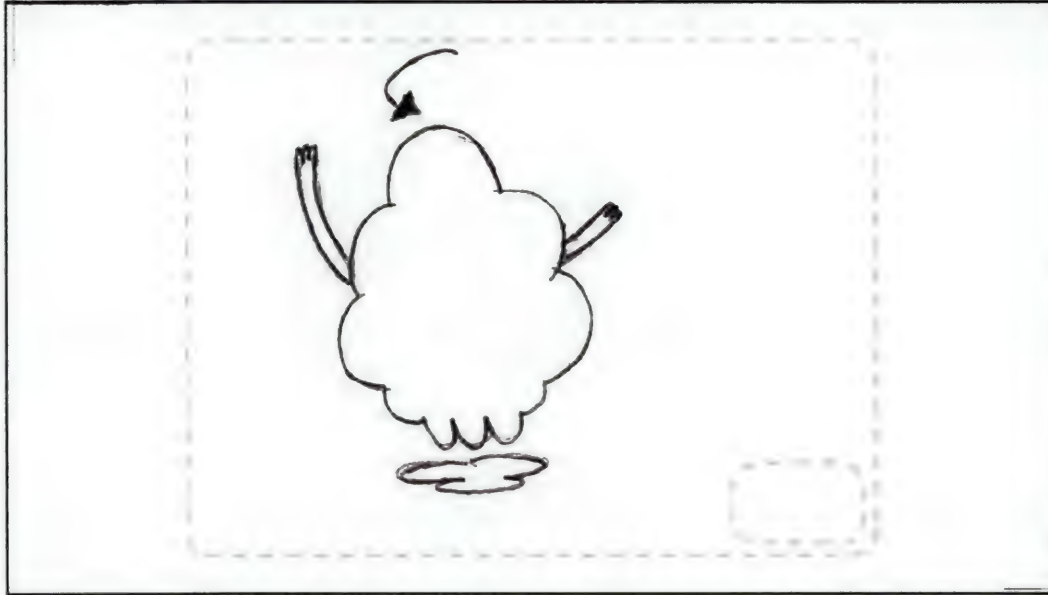


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Sc. 184 *cont* Pnl. F

Bg.

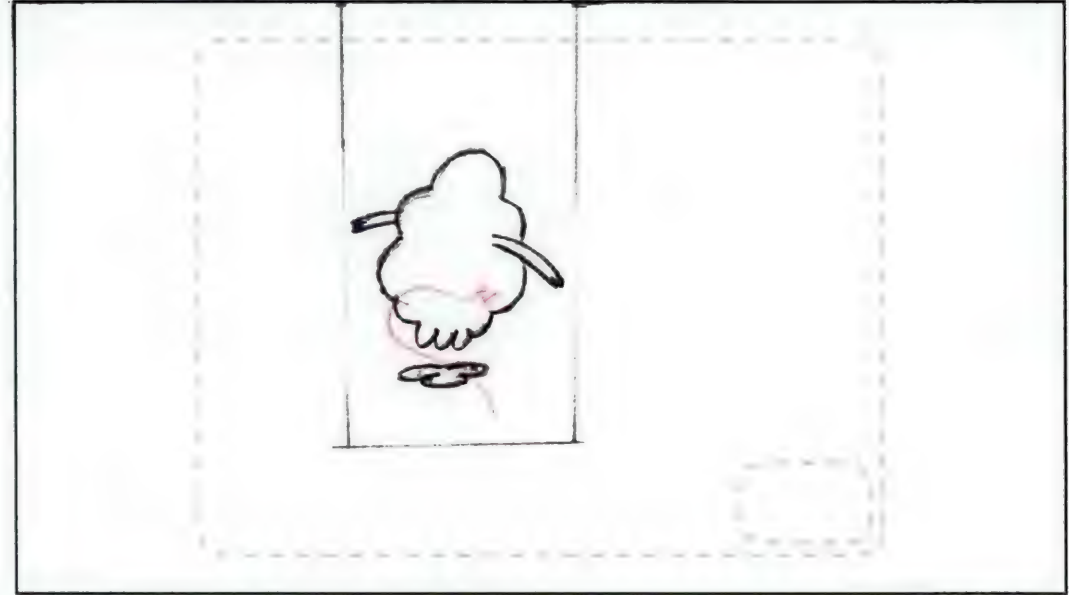
day night



Sc. 184 *cont* Pnl. G

Bg.

day night



Dialog:

LSP: HA HA HA HA

Action:

Timing:

JUN 09 2015

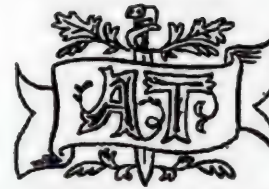
EPISODE # 1034-223

Production :

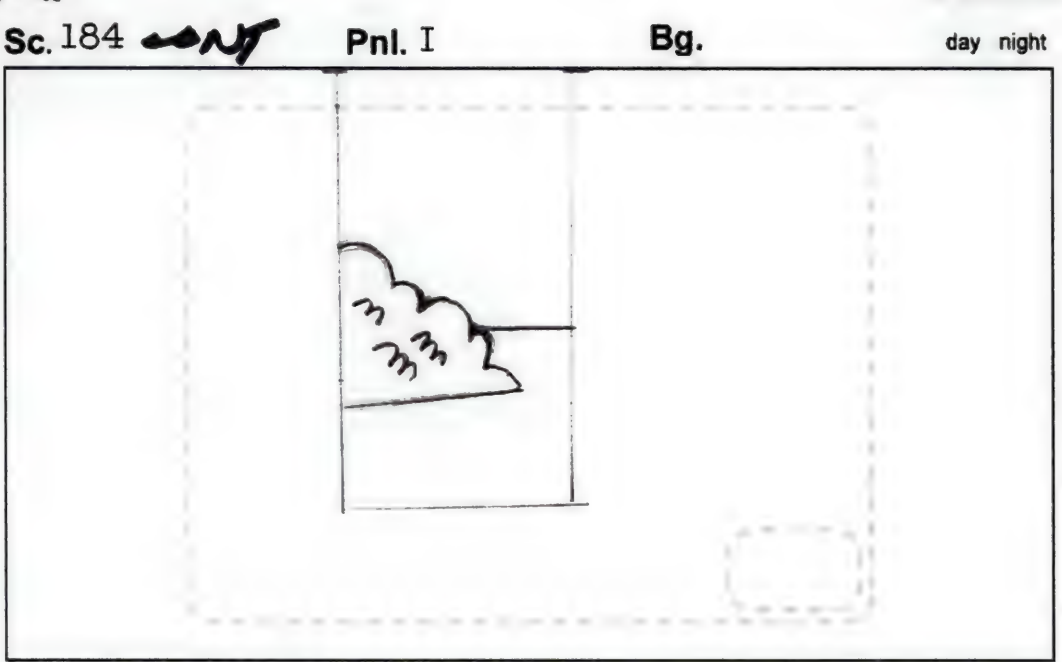
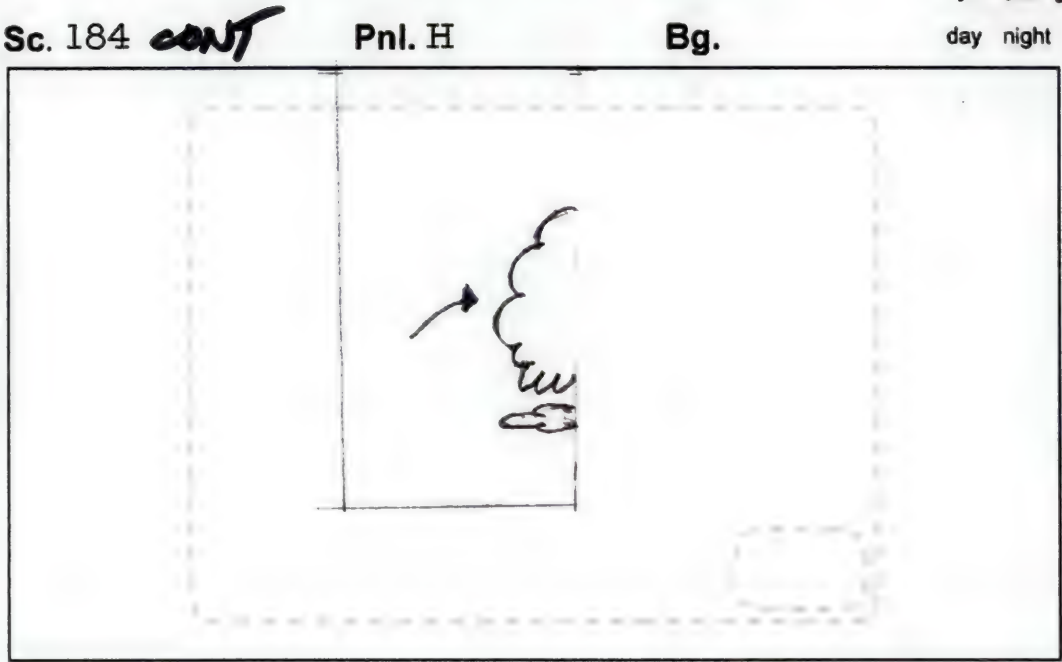
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Dialog:	LSP: <laughing>
Action:	(Seen through the door is a scenery flat -- it's a bush for a garden.) JUN 09 2015
Timing:	

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ADVENTURE TIME



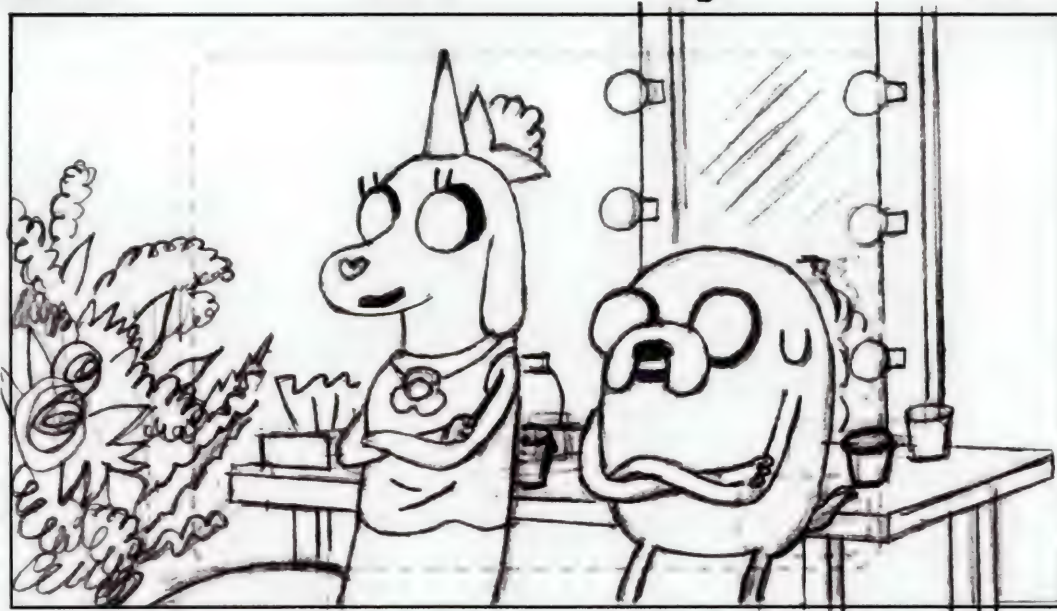
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Sc. 185

Pnl. A

Bg.

day night



Sc. 185

cont

Pnl. B

Bg.

day night



Dialog:

Viola: Heh heh.

Jake: Heh heh.

Action:

Viola and Jake look after LSP.

Viola thinks. (She decides to come clean.)

JUN 09 2015

Timing:

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Sc. 185 *cont*

Pnl. C

Bg.

day night

Sc. 185 *cont*

Pnl. D

Bg.

day night



Dialog:

Viola: That was my job, actually ...

Viola: ... putting raindrops on the overcoats.

Action:

Timing:

JUN 09 2015

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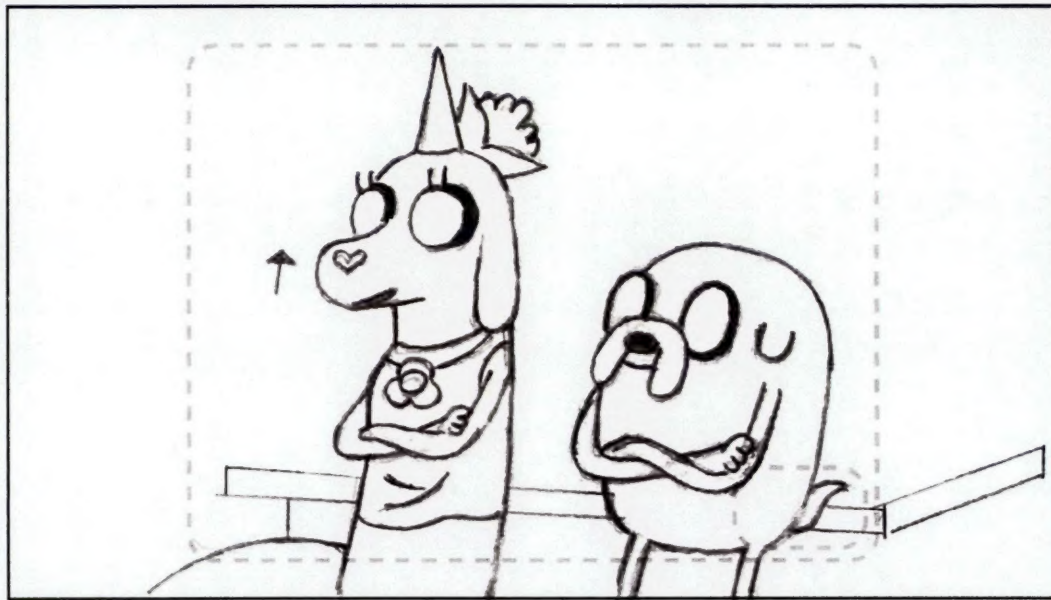
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ADVENTURE TIME

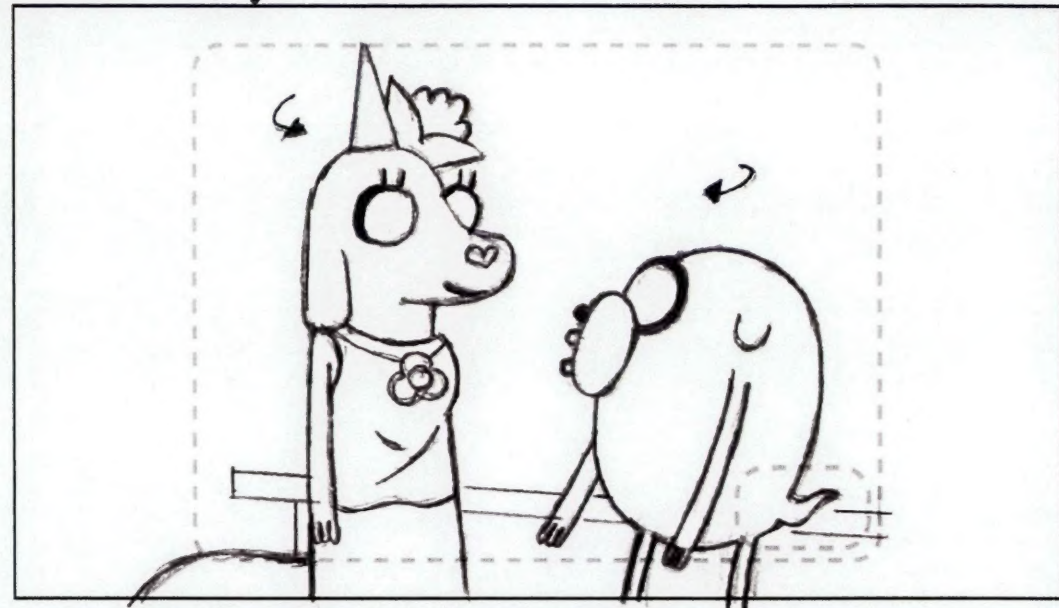


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Sc. 185 *cont* Pnl. E Bg. day night



Sc. 185 *cont* Pnl. F Bg. day night



<p>Dialog:</p> <p><u>Viola</u>: I only went on stage as A LAST MINUTE REPLACEMENT.</p> <p><u>Jake</u>: You mean you did the special</p>	
<p>Action:</p> <p style="text-align: right;">JUN 09 2015</p>	
<p>Timing:</p>	

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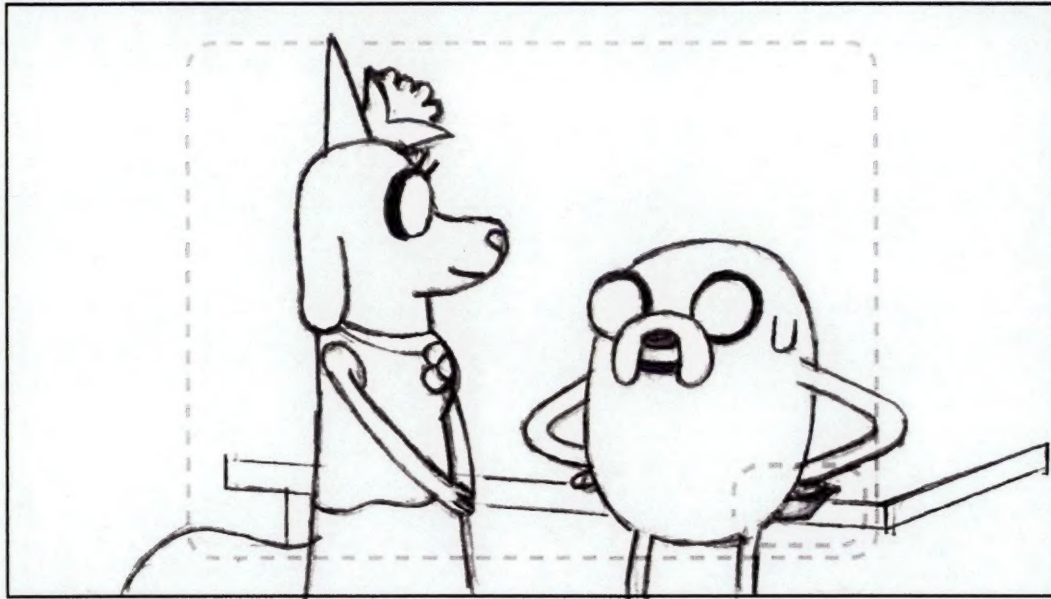
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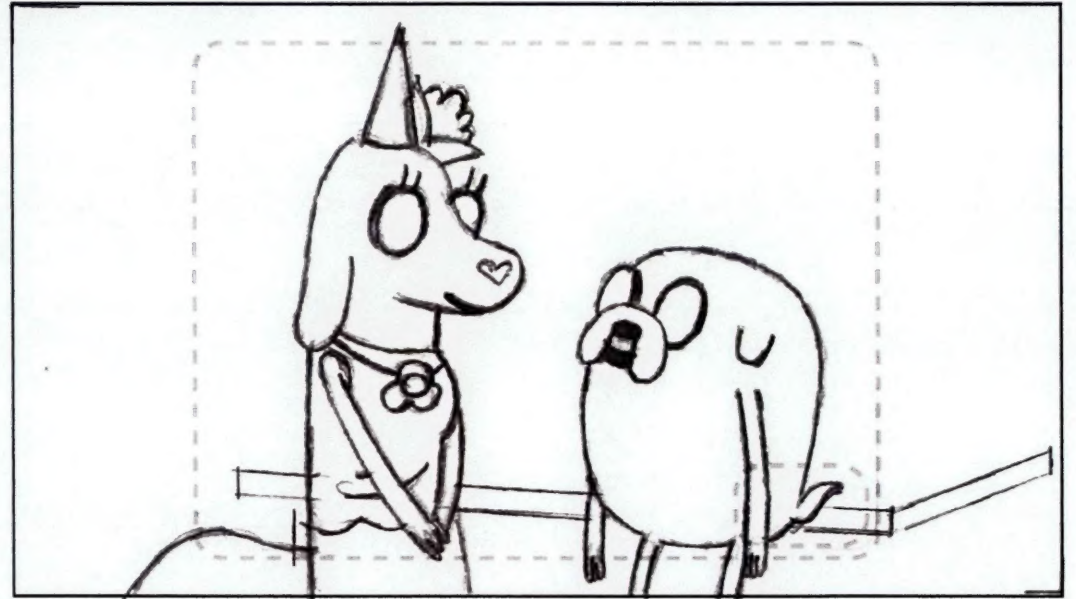


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Sc.185 *cont* Pnl. G Bg. day night



Sc.185 *cont* Pnl. H Bg. day night



<p>Dialog:</p> <p><u>Jake:</u> effects? <u>Jake:</u> You're ---</p>	
<p>Action:</p> <p style="text-align: right;">JUN 09 2015</p>	
<p>Timing:</p>	

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Sc.185 *cont*

Pnl. I

Bg.

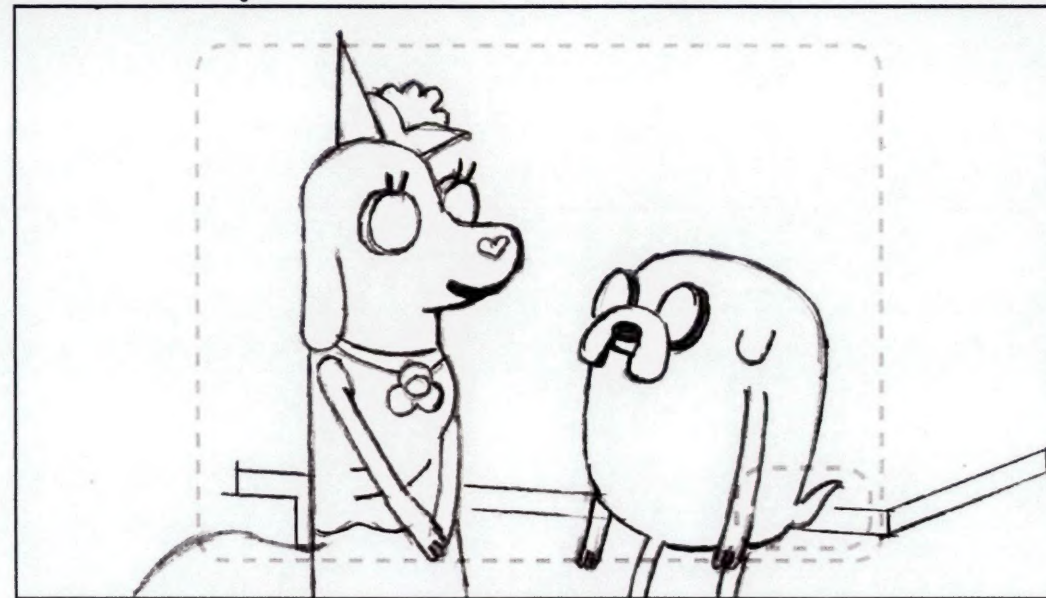
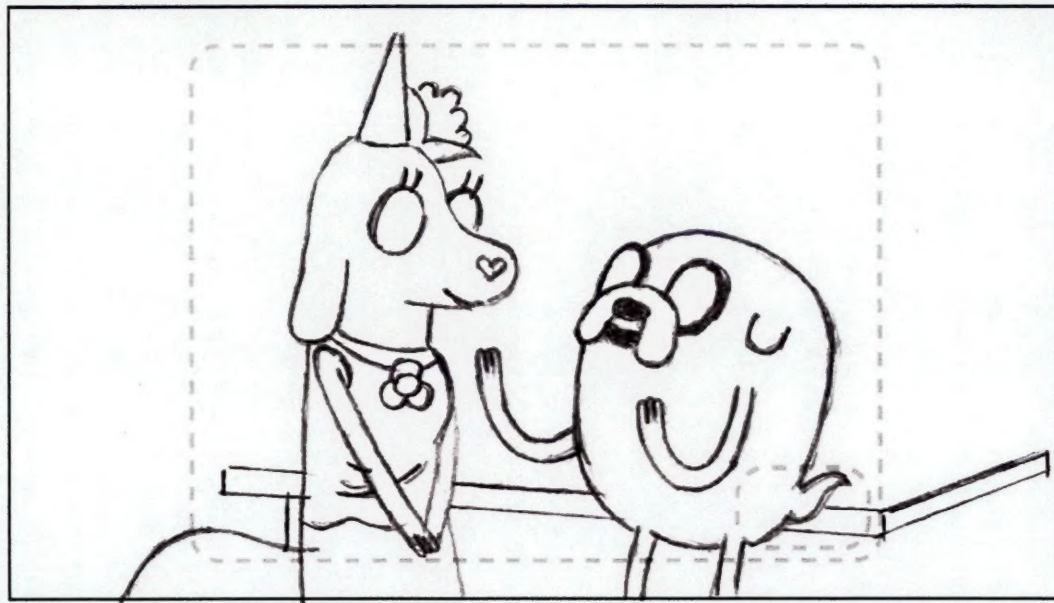
day night

Sc.185 *cont*

Pnl. J

Bg.

day night



Dialog:

Jake: --- amazing, kid!

Viola: Aw ... you're amazing, Dad!

Action:

Timing:

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Sc. 186

Pnl. A

Bg.

day night



Sc. 186

cont

Pnl. B

Bg.

day night



Dialog:

Jake (O/S): You're amazing!

Viola: --- you're amazing!

Action:

Members of the audience are leisurely walking away from the theater.

~~~THE END~~~

Timing:

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